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About This Content

Toronto Pearson International Airport (IATA: YYZ, ICAO: CYYZ), officially named Lester B. Pearson International Airport (frequently shortened to Toronto Pearson, Pearson Airport, or simply Pearson), is an international airport serving the city of Toronto, Ontario, Canada, the Greater Toronto Area, and the Golden Horseshoe, an urban agglomeration of 9.2 million people.

Pearson Airport is the largest and busiest airport in Canada. It is the main hub for Air Canada. It is also a hub for passenger airline WestJet and cargo airline FedEx Express.

FEATURES

- Accurate replica of Toronto International Airport, Pearson, updated 2017
- Precise modeling, from original references, photos and other studies
- Customized lanes, decks and taxiways, with ambient occlusion included in the textures
- Fingers Auto Gate with VGDS - by Marginal

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- Static objects, vehicles and aircraft are present in this work
 - Avenues and streets with personalized and standard vehicle traffic
 - Custom Airport Mesh and adjacent areas
 - Underground passages created with Mesh Remexe tool - Mesh Remexe Tool - Joz
 - HDR lighting with custom night textures
 - Custom textures with ambient occlusion
 - Service of ground animating and traffic (default) of aircraft - requires plugin 'Ground Traffic' by Marginal
 - Custom Approach Lights (ALS) systems
 - Included taxi routes for aircraft, "taxi route"
 - Configured Ramp Start
 - De-ice system configured for some specific aircraft - Use Auto Gate Datarefs
 - Winter texture, only the Airport

Title: X-Plane 11 - Add-on: Global Art - CYYZ - Toronto Pearson International

Genre: Simulation

Developer:

Global Art

Publisher:

Aerosoft GmbH

Release Date: 8 Dec, 2017

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Minimum:

OS: XP / Vista / 7 / 8 / 10

Processor: Quad Core 3,0 GHz

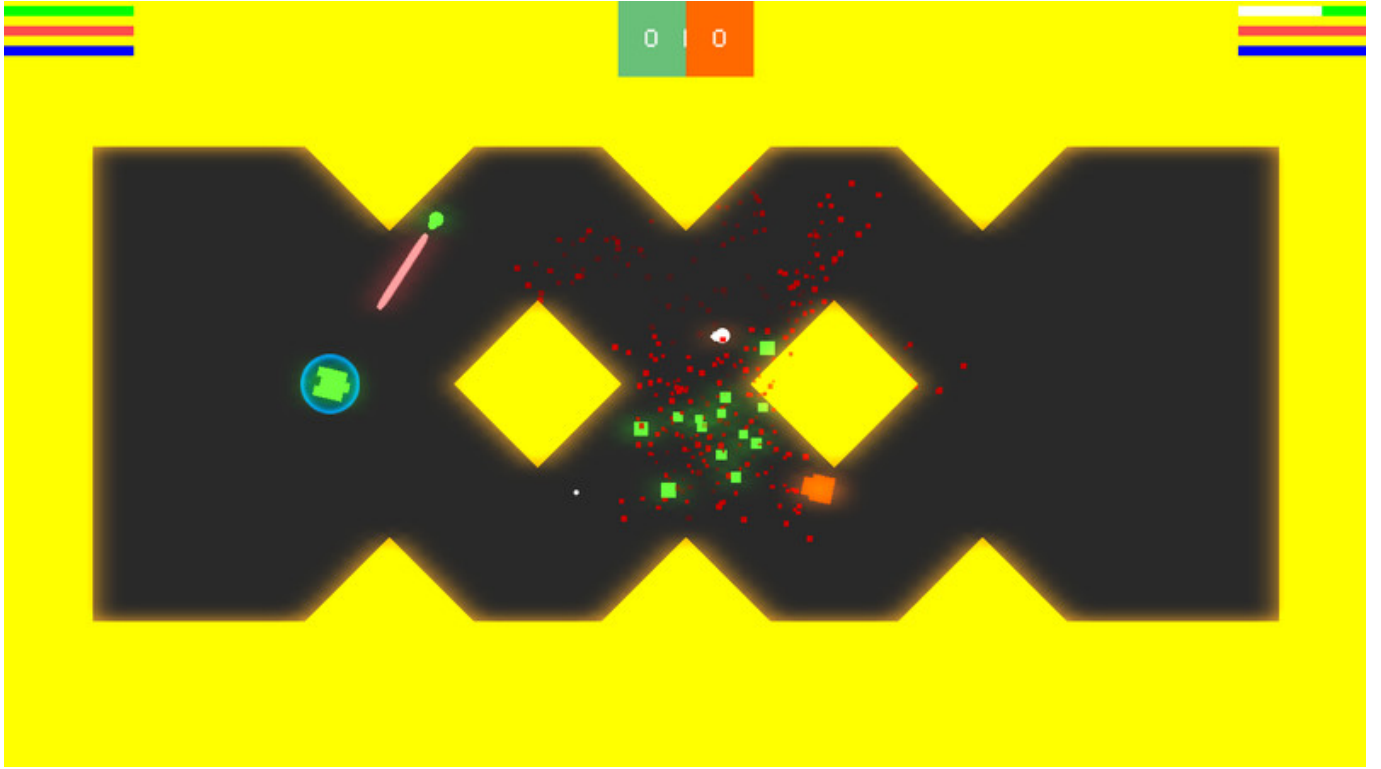
Memory: 4 GB RAM

Graphics: Graphics Card with at least 4 GB of on-board, dedicated VRAM

DirectX: Version 11

Storage: 3 GB available space

English







I wanted to like this game, but I just.. don't. It has a lot of little issues that are just getting to me. A lot of the usual renpy features are missing? And the rest of the game just isn't amazing enough for me not to be annoyed.

-no text speed switch.

-no 'saves'. you can replay a chapter, but if you want to restart you're stuck starting from the start of a chapter, not from last choice.

-no menu hide. This would be less of an issue but...

-no gallery. *You miss out on seeing the full CGs a lot because of these two issues*

-so many loading screens. *SO MANY. I hadn't noticed them so much until I was replaying it a lot but GOD there are so many and it slows things so much.*

-skip function is bad. *It isn't the normal ctrl, and it doesn't only skip read text, it skips all text.*

Also if you do things in the 'wrong' order, you can have NPCs treating you like a stranger when you have totally been introduced. It's a bit jarring when that happens. Also sometimes the timeline stuff just seems off. In case one in particular. who met who and when is a big part of that mystery and adding everything together just equaled ???? when the last piece of evidence came in.

There's also a few plot points that have just been annoying me, but I'm staying spoiler free. There's also one NPC who just has terribly stilted dialogue. She talks like. Some kind of robot, and I'm annoyed when she's around because of that? It doesn't seem normal even if she is ESL.

One more note? I didn't quite expect this to be literally darker than another game I played recently that had some similar elements, but literally the word Dark in it's name. I figured it would be kinda dark, but. That other game did a better job with lighter moments. The neon here is almost oppressive because everything's so dark. So yeah.

I'd mark this as 'meh' if steam had the option for it? but steam doesn't. So, it's getting a not recommended. :|. So beautiful, clever, and unique! Love it!. Clean visual design, good controls, dynamic levels. Campaign with bosses and score attack modes. Good TSS.. servers shutdown making the game unplayable even for single player. Very good i like it. i have all the DLC for the wildlife 2 seires. working on getting wildlife 3 but doesnt look all that good.. CRAZILY IMMERSIVE CODING EXPERIENCE. I have no experience with coding before. Spending half of the time looking into the help menu, trying out different commend, asking my friend what to do in my first playthrough. Second time playing the game actually gave me more time to look into the storyline and details, which is surprising amazing. Honestly if you have a bit of experience with coding\programming before, HACKNET would be easier and more enjoyable for you. Nevertheless, still an amazing game.. I hesitantly recommend it. I suppose.

So here's what I have to say about Assetto, I've owned it for 2-3 years.

This is a much beloved game and such, bugs are overlooked or even ignored in hopes of trying to love the game.

1. This is actually a very simple simulator. The mathematics in the models don't run as deep as some other serious sims.

But this isn't a totally bad thing. AC is very fun. But it's also very .. well I'll be nice, it's very bug prone because of the simple models. The simplicity is a kind of good thing, It feels very real, but be aware when adjusting tires, or changing gears, etc, that you need to think like a sim, not necessarily like real life. You can get extremely good this way... but also meet a lot of bugs.

2. If you find a bug, they are done with AC, so you won't see a fix. -I'll validate this and say that's pretty standard of most games. But with the Countach, the tires break and become lodged into the track ending your race, and this happens very often and easily repeatable. This is a car most people buy the game for initially, and they never even cared to fix it.

3. Beware if you are buying this for the Countach, if you are gentle as a mouse you can race it... but if you skid or bump into something, your 20 lap race will end early. The car basically is broken... and it's maybe the only one with this bug. This isn't sour grapes, it is just the way it is.

4. The community is touchy and toxic all the way. They could practice self control, but that's not the case.

5. You need to put effort into playing this game. It will sit in your library unless you are really amped about driving.

The good:

This game is AWESOME in VR. It's hard to beat. Also, it's a breeze on your resources. It plays faster than a typical VR game! Other than the Countach all cars seem to work I've found.

The simpleness isn't it's weakness.. it gives the game a great feel, and a great style. I'm not talking kid simple, but like a really nice arcade, where you can jump in and go. Coupled with VR you may get the most realistic experience of favorite cars ever made. I

really wouldn't mind if they continued this style. But the Countach thing really burned me up on how they deal with things.

My assessment. I like it, I would recommend something with better development and maintenance. I barely play it knowing a great car is DOA in my garage and I can't take it out for a spin. I would say think it over and compare. It is inexpensive and good looking.. A plain, average move-the-pieces-around puzzle game with an indie coat of paint and some extra features, but not enough to make it memorable.

Accessible and okay for a few minutes of casual gameplay, but gets very difficult at around year 5 or so.

The characters randomly hate or love you for no explained reason; having some recurring characters who responded to what actions you took would have been a nice break from the empty feeling of procedural generation.

I was under the impression this was some kind of big, praised indie title but it's a very shallow and casual experience. This could be on someone's phone.

I dont recomand it !. Fun game, but paid DLC for new clans? wish i could get my \$30 back for the game. Never would have purchased if i knew i would have to put even more money into it for the newer clans.. This, like a few other titles, has a 'double vision' issue so bad it makes me absolutely nauseous. So much so, that I am typing this 10 minutes after I have requested a refund and I am still feeling it. Yes, my rig can handle this program. i7-4790k, 16G DDR3, 8G MSI R9-390, SSD.

Aside from the queasy, the sound delay from the fireworks was pretty cool! Still giving it a recommend. :). Too many bugs! The underlying game system is good. But the implementation is bad as it currently stands. The reason is that one often chooses cards which the game does not properly execute. For example, the chosen card will say to put up to a given number of tokens in this or that region, but the game unnecessarily restricts you to placing a *different* number of tokens in the region. I know the rules are complex and various factors can affect what a card says, but that's not the issue -- the game has bugs. Hopefully these will be fixed soon, but until then I can't give a good review. I've had to stop playing out of frustration because I can't trust that the information on the cards will be reflected in the gameplay.. Nice and cool game. Really challenging. As a rpg fans i love it. The combination of puzzle and story are really good. But the control can be much better. But overall this game is really good. Great sound too. If you like rpg and mistery you should buy and play this game.. where to start class act from start to finish even in this early state you can tell this is a labour of love fallout tactics in space with borderlands style looooooot! woop woop. can't wait for the future of this game will play and watch closely as it grows from strength to strength.

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