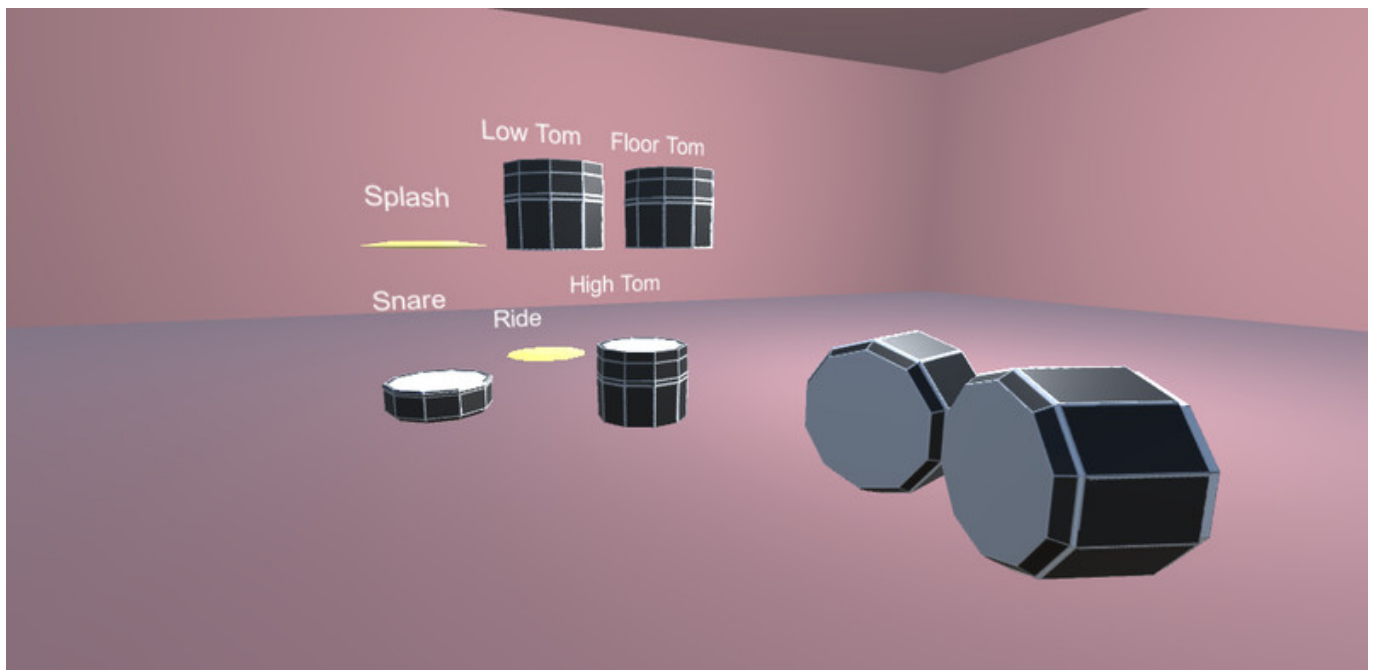

DrummingVR Full Crack [torrent Full]



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About This Game

Experience drumming in VR!

Build your own drum set the way you like it and start drumming away!

The goal of this game is to give you the same drumming experience as playing the real drums except at a fraction of the cost!

I plan on adding many features such as multiplayer, custom drum texture, different drum sounds, and much more! At the moment you can build a good sized drum set almost being able to cover any song! You can move and rearrange the drums into any position you choose making some very cool drum sets and very crazy ones if you choose! The triggers on the controllers control the kick drums making it more convenient to play. The game has a double kick drum kit only available at the moment

for more of a metal feel. There will be more kit options later in the game for HiHats instead of double bass drums or even having both at the same time for more experimentation! Updates will come very frequently and some changes will be made to the gameplay!

Title: DrummingVR
Genre: Indie, Simulation, Early Access
Developer:
James
Publisher:
James
Release Date: 5 Feb, 2018

b4d347fde0

Minimum:

OS: Windows 7 and up

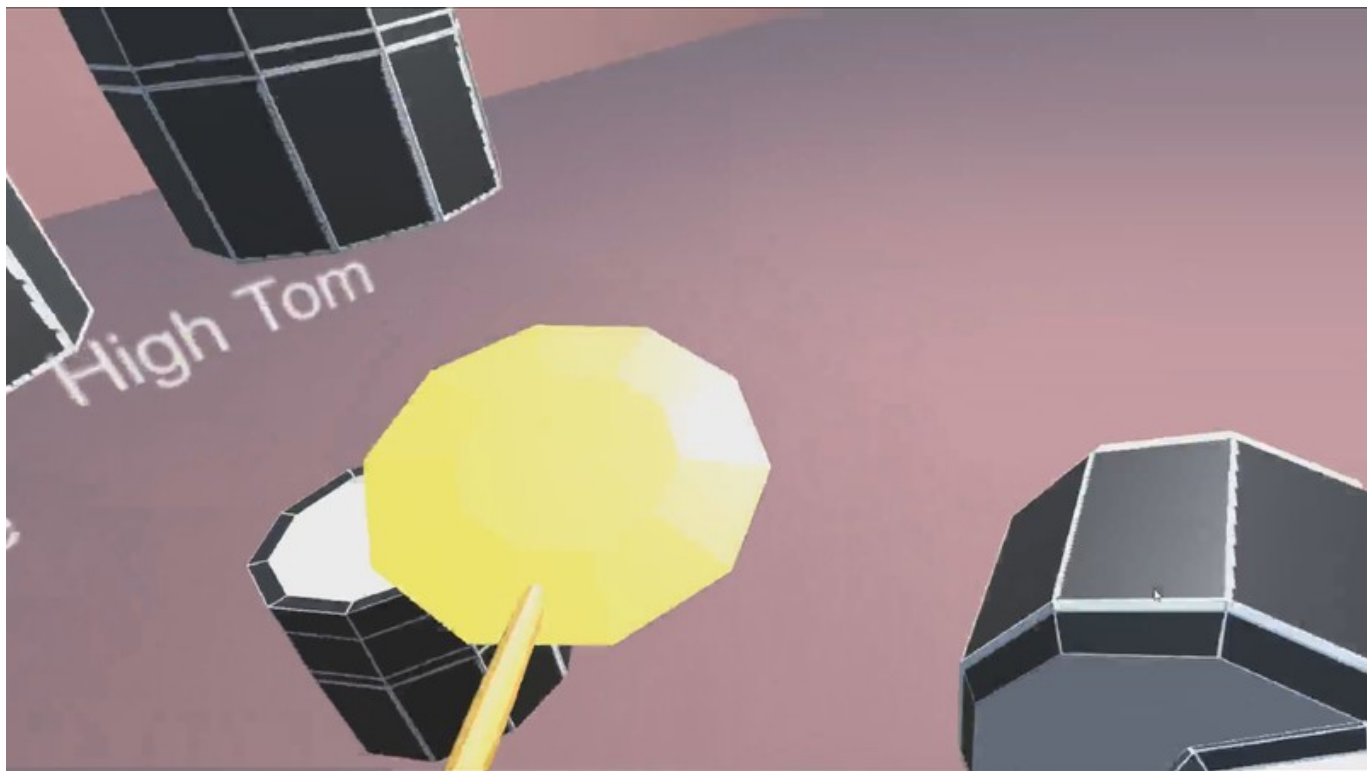
Processor: Quad Core

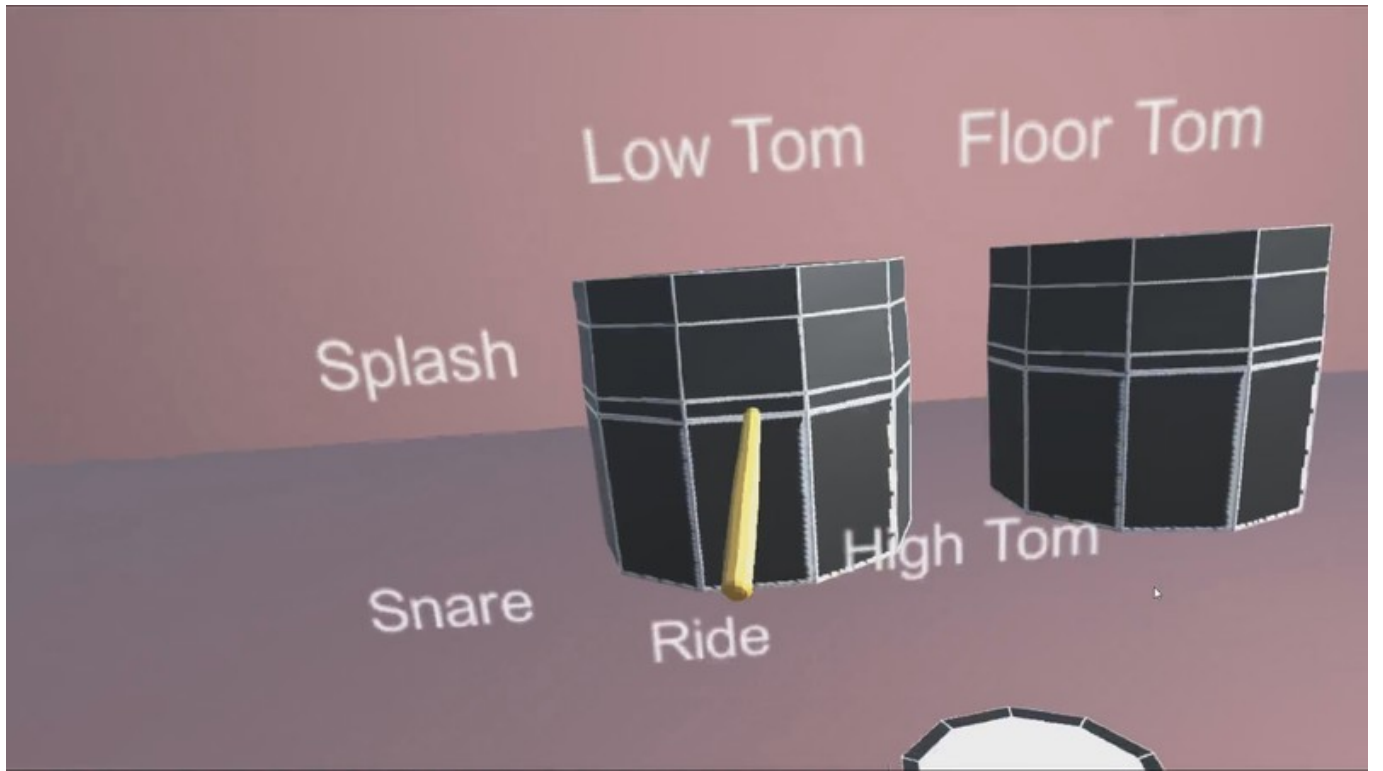
Memory: 4 GB RAM

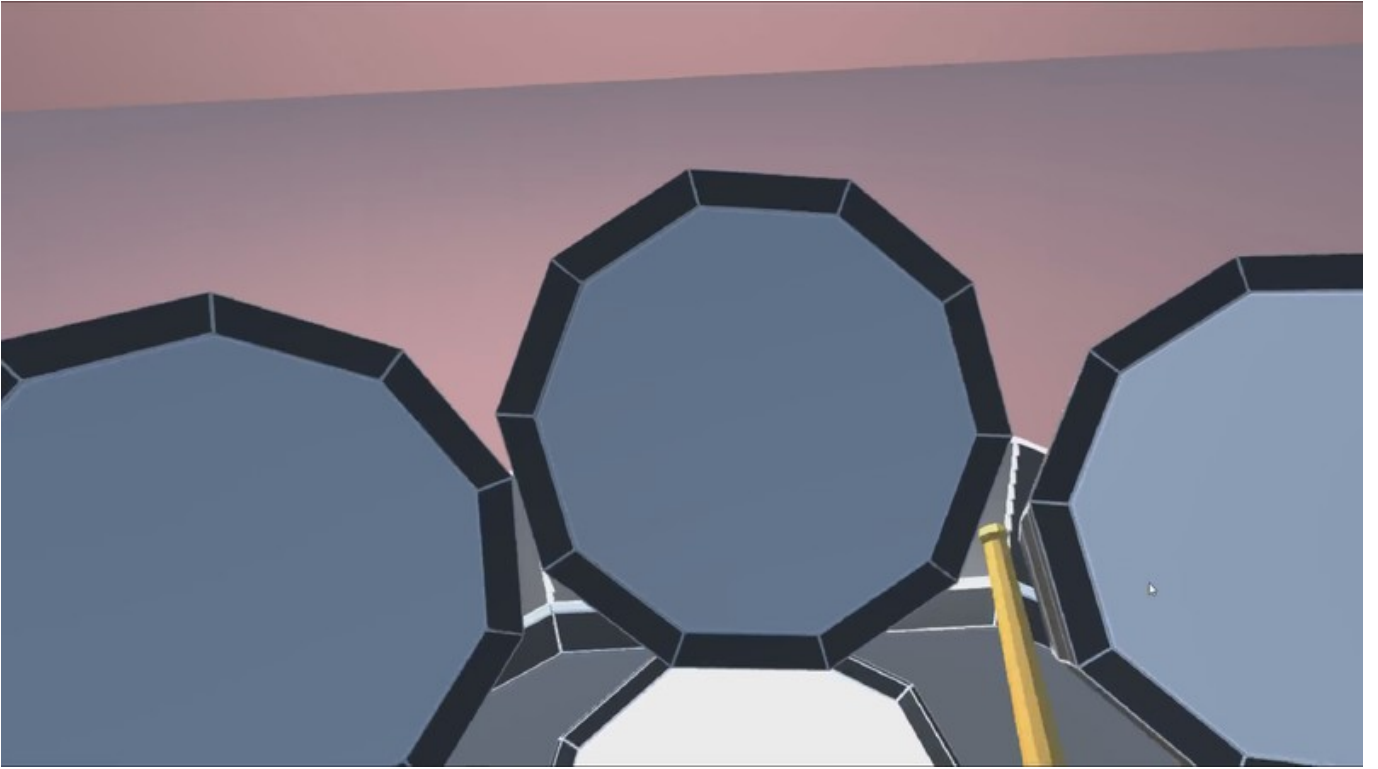
Graphics: GTX 960

Storage: 600 MB available space

English







So far the drumming works fine. Sound is good, haptic is good, sensibility is good.

Please add default setups (for those who never played real drums before).

Please add a possibility to display "notes" or tutorials to play a song by lighting up.

Good start, looking forward to progress :). As of now I think this definitively needs improvement. I can see that it is an interesting concept, but there are major problems. Problem one is that your drumsticks don't rebound from the surface as they would do in real playing. That leads to you hitting through the drum, and when you move up to beat again, you go through the drum, cause a sound, and then back down through the drum with the next strike. Sounds and feels awful. Then there is the trouble with the missing bass drum, which is emulated through a fingerclick on the trigger. Not working for me, as it completely disturbs my drumming rythm. Unless there will be some kind of pedal controller one solution would be to have the bass drum as a pattern you can set up and which loops in the background. One big problem will always be the latency of course, from controller movement to -sensing and then from collission detection to sound output.

But well, it IS a Beta, so let's see how the final product will work out. I'll take a break until after the next updateVs.

. Haveing A Hard Time In Vr I Spawn Too High And Get A Message Saying Htc Vive Not Compatable Is It Oculus Only?

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