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## Volotic Download Setup



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## About This Game

Volotic is an experimental nonlinear sequencer by artist Scott Garner. What does that even mean? It means a fun way to create songs for everyone, with no musical experience required. In Volotic, you compose a song by arranging a selection of "towers" on a grid. Each tower has a different function for creating beats, modifying beats or triggering instruments.

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Title: Volotic  
Genre: Indie, Early Access  
Developer:  
Scott Garner  
Publisher:  
Scott Garner  
Release Date: 10 Mar, 2018

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7 SP1

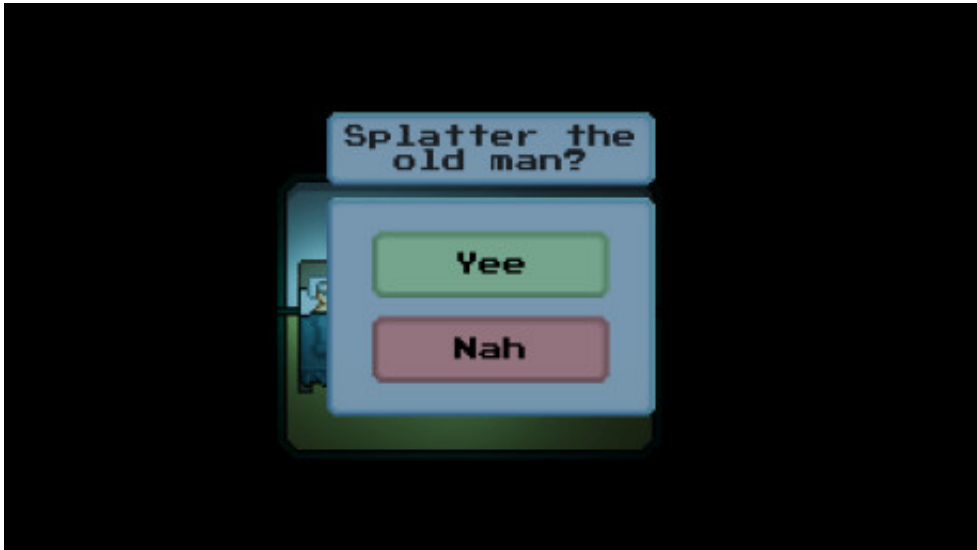
**Processor:** Intel Core i5-4590 (AMD FX 8350) or better

**Memory:** 4 MB RAM

**Graphics:** NVIDIA GTX 1050 Ti / AMD Radeon RX 470 or better

**Storage:** 100 MB available space

English





```
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  Esenthel Engine

void InitPre() // init before engine inits
{
  EE_INIT(); // call auto-generated function that will setup application name, load engine and project data
}
//*****
bool Init() // initialize after engine is ready
{
  // here when engine will be ready you can load your game data
  // return false when error occured
  return true;
}
//*****
void Shut() // shut down at exit
{
  // this is called when the engine is about to exit
}
//*****
bool Update() // main updating
{
  // here you have to process each frame update

  if(Kb.bp(KB_ESC))return false; // exit if escape on the keyboard pressed
  return true; // continue
}
//*****
void Draw() // main drawing
{
  // here you have to tell engine what to draw on the screen

  D.clear(TURQ); // clear screen to turquoise color
  D.text (0, 0, "Hello to Esenthel Engine !"); // display text at (0, 0) screen coordinates
}
//*****

<< M [Icons] Offline Build File Edit View Mode X
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