

Apps ideas (unchecked)

Crowdsourcing roads health with smartphone sensors.
Crowdsourcing beaches crowding with smartphone sensors.

GeoMag PoW

- PoW that uses magnetic data as seeds
- requires latency gauging, geo simulation
- coupling the location with the reward amount, close nodes earn a share of the work, to prevent centralization

Cannning records

Cherries JAM

Data

- 4 Kg cherries
- 4 Cloves
- 1.6 Kg Sugar
- 1 Lemon
- Resting Time: 12H (Sugar+Lemon)
- Boiling Time: 1-1.5H (Cloves)

Results

- 3 Liquid medium jar
- 2 Dense medium jar
- 1/3 Caramelized small jar

Considerations

- Boiling without spinning too much? To do something else while boiling
- Less Sugar depending on cherries sweetness/maturation
- More Cloves?

SYRUPED Cherries

Data

- 2Kg cherries
- 700ml Water
- 200g Sugar
- 100g Wine
- Resting Time: 6H (Water+Soda)
- Boiling Time: 10m (Water+Sugar) + 5m (Water+Sugar+Wine)

Results

- 3 big jar
- 1 medium jar
- 1 glass 3-4 cherries

Considerations

- Always start with sterilization when boiling the jars, consider boiling even hours before, cooling takes time
- Remove stems while boiling the syrup, it is quick, if jars are already sterilized than the canning process can be done in 60m(?)

Prunes JAM

Data

- 3Kg prunes
- 750g sugar
- 1 Lemon
- Resting Time (24H)
- Boiling Time 1-1.5H

Results

- 1 liquid medium jar
- 1 big jar
- 1 medium jar

Considerations

- Possible spices: nutmeg ?
- further reduce sugar?

Florets + Small Pears JAM

Data

- 2-3Kg~ Florets (cut in quarters, w/ peels)
- 1-2Kg~ Small pears (cut in small pieces, w/ peels, no seeds ofc)
- 700g sugar
- 3 Lemon
- Resting Time (24H)
- Boiling Time (3H)

Results

- 1 liquid medium jar
- 2 big jar
- 1/3 medium jar

Considerations

- Cut the florets into smaller pieces, for easier stirring during boiling and for a more balanced compound
- Calculate wate 50ml per Kg, add more if trouble stirring when adding sugar before resting
- florets seeds are no problem they blend in the jam
- color is a very pale yellow tending to brown
- the pot should loose quite an high amount before getting dense, more sugar less water should be easier ofc
- vincotto smell is predominant

SYRUPED Apricots and Florets

Data

- 1.5Kg Apricots (cut in half, w/o pits)
- 8 Florets (big, preferably not cut)
- 1 lt water
- 200g sugar
- Lemon peel (boiled with syrup)

Results

- 1 big jar apricots
- 1 small jar apricots
- 1 medium jar florets (cilinder)
- 1 small jar florets

Considerations

- Apricots were submerged in boiling syrup (max 5 minutes), instead put them in hoven for 30 minutes @ +100C
- Maybe cut florets otherwise they float too much

PRESERVE Tomatoes

Data

- 1 Bowl tomatoes (1Kg?)
- Spices (pepper, chilli, curry, red salt)
- oil and garlic for base

Results

- 1 medium jar (creamish)
- 1 mini jar (seeds+peels)

Considerations

- Decide wheter to cut in small pieces and can the whole lot or boil+mash+filter tomatoes
- Oil and garlic at the base for a few moments with low heat in the pot
- Put the pieces in the pot, start squashing and steering until everything is imbued in liquid, add spices, drain, taste and add spices.
- Spices order: minced chili, pepper, salt, curry x1 veil each. ~30min after boiling add more spices, e.g. pepper,curry,salt 1x veil each again.
- Oil on top of the jar after canning

Melons JAM

Data

- ~7.5Kg WHOLE melons
- 700g sugar
- 3 ginger roots
- 2 lemons/juice
- rest 6h

Results

- 3 big jars
- 2 medium jars
- 1 small jar

Considerations

- Consider doubling the amount of lemons/lemon juice + keep resting for 24h ?
- mince seeds before the pulp
- lower the amount of ginger and sugar

Figs JAM

Data

- ~5Kg WHOLE figs (very ripe)
- 2 cloves

- 150g walnuts
- 1 lemon/juice, 2 lemons/rest
- rest 14h

Results

- 5 medium jars

Considerations

- Any kind of nuts should be added nearly the end
- Ideal boiling time 3h

Apples JAM

Data

- ~7.5Kg whole apples (minus core)
- 1 ginger root
- 3 lemon halves (1 per blender load)
- 2 cloves

Results

- 6 medium jars
- 1 long jar (the ones for tomato sauce)

Considerations

- Never use whole lemon for preserves again
- Increase spicing

Apples Dough

- 100g blended apples

- 100g butter (30g)

- 100g sugar and

- 100g of cooked fruits mixes

- 100g yogurt?

- Place it in a tin for making cookies or in a sauce pan to make a casserole

Apples/Grapes JAM

- 1kg apples (DELICIOUS)

- 150g ginger roots (15g)

- 100g lemon juice (9)

- 100g sugar (1KG)

- 100g butter

- 100g apples/grapes seems enough to give flavor, slow boil it all (As apples can't afford much liquid since are very low on sugar)

- Should pass apples to the blender far longer (even 10 minutes?)

Grapes/Figs JAM

- 100g grapes (fairly acidic)

- 100g figs

- 100g sugar

- 100g butter

- 100g lemon juice

- 100g ginger roots

- 100g sugar

- 100g butter

- 100g lemon juice

- 100g ginger roots

- 100g sugar

- 100g butter

- 100g lemon juice

- 100g ginger roots

- 100g sugar

- 100g butter

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- 100g lemon juice

- 100g ginger roots

- 100g sugar

- 100g butter

- 100g lemon juice

- 100g ginger roots

- 100g sugar

Bersimmon Pie

- 100g bersimmon purea (dough)

- 100g sugar

- 100g butter

- 100g lemon juice

- 100g ginger roots

- 100g sugar

- 100g butter

- 100g lemon juice

- 100g ginger roots

- 100g sugar

- 100g butter

- 100g lemon juice

- 100g ginger roots

- 100g sugar

- 100g butter

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- 100g lemon juice

- 100g ginger roots

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- 100g butter

- 100g lemon juice

- 100g ginger roots

- 100g sugar

- 100g butter

- 100g lemon juice

Potatoes pizza

Data

- 100g potatoes

- 100g butter

- 100g sugar

- 100g lemon juice

- 100g ginger roots

- 100g sugar

- 100g butter

- 100g lemon juice

- 100g ginger roots

- 100g sugar

- 100g butter

- 100g lemon juice

- 100g ginger roots

- 100g sugar

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- 100g butter

- 100g lemon juice

- 100g ginger roots

- 100g sugar

- 100g butter

- 100g lemon juice

- 100g ginger roots

- 100g sugar

Bizza/1

- 100g purea

- 100g sugar

- 100g butter

- 100g lemon juice

- 100g ginger roots

- 100g sugar

- 100g butter

- 100g lemon juice

- 100g ginger roots

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- 100g lemon juice

- 100g ginger roots

- 100g sugar

- 100g butter

- 100g lemon juice

Fruits purea/1

- 100g purea

- 100g sugar

- 100g butter

- 100g lemon juice

- 100g ginger roots

- 100g sugar

- 100g butter

- 100g lemon juice

- 100g ginger roots

- 100g sugar

- 100g butter

- 100g lemon juice

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- 100g butter

- 100g lemon juice

- 100g ginger roots

- 100g sugar

- 100g butter

- 100g lemon juice

- 100g ginger roots

- 100g sugar

- 100g butter

Quinces purea/2

Biscuits/1

- 100g bersimmon purea

- 100g sugar

- 100g butter

- 100g lemon juice

- 100g ginger roots

- 100g sugar

- 100g butter

- 100g lemon juice

Setup a new phone

- find the phone based on your preferences, amazon warehouse deals or aliexpress refurbished
- the phone might require an unlock code from the manufacturer
- check in fastboot `oem unlock` if it requires a code
- consider if a OEM stock firmware has to be flashed from fastboot before flashing a custom ROM (check flashfile.xml)
- flash a recovery `fastboot flash recovery twrp.bin`
- boot into recovery flash rom
- flash microG through the unofficial setup script
- flash magisk
- magisk module uninstaller to remove modules causing bootloops from recovery
- maybe flash a custom kernel
- check microG self-test to see what needs to be configured (apk spoofing, unified nlp, etc)
- install xposed with magisk
- configure lucky patcher
- Install markets: f-droid, aurora, aptoide (blackmart?)
- replace apps: calendar-etar, messages-signal, mail-deltachat, keyboard-anysoftkb/keyboard69, files-amaze, browser-puffin/firefox, youtube-newpipe, camera-fv5/fv5cinema, music-vynil/phonograph
- battery apps: betterbatterystats, calibrate battery, stop battery charging, HEBF, greenify

Blood tests

- Go to family/personal medic, make recipes (probably white, which means not covered by public expenses)
- Get beakers (if pee test) from pharmacy
- Pee (not necessarily first pee after midnight, but have to have gone at least 10 hours without eating)
- Go to hospital, go to the "reception" that books the prenotation and gives the ticket number (for the queue)
- then you go wait where the queue is for the "acceptance" to call your number
- the acceptance tells the cost and you pay
- then you go to the room where they take the blood sample, here the queue should be short
- after the blood sample they can ask to take another pee sample after you have eaten something. done.

double base yogourt jar

A jar that has a reticled base or also walls and an outer solid cover that stores the liquid.

- When raw yogourt is put to rest the whey is filtered out slowly.
- The yogourt can be directly consumed without bothering with straining.
- Once the yogourt is consumed the deposited whey can be removed and/or used for ricotta

cloudflare based pastebin

A pastebin cli app around cloudflare api to store and retrieve pastes as txt records

a webapp to pick something

fetch databases of common medias like

- animes
- mangas
- movies
- tvshows
- books
- comics

Find sources for recommendations

- ???

Provide the user an interface to select based on

- rating (3 suggestions, 1 high rated, 1 medium, 1 low)
- randomly
- by date
- by users

miners in proc limits situations

for shared hosting

- the bash webshell needs to exec to stay under the limit
- httpunnel at <https://github.com/larsbrinkhoff/httpunnel>
- sods dns tunnel, tinker with no forking
- fork a miner like miner-opt and see it can avoid forking

newstribе

a service that allows to

- create groups
- these group divide news reading based on their expertise
- they share only the most relevant articles among themselves
- users can advertise their expertise to join groups
- connect to external chat services or social medias for discussion

mobo skeleton for multi fan

a skeleton to mount on top of a mobo, having semi movable sockets to screw in fans.

LEMON

local mesh network guide app suggestion + devices suggestions

a proper multitwitch

make a proper multitwitch webapp with

- on mouse focus
- reduce qualities when out of focus
- fullscreen reduce other qualities
- live adding removing
- heuristics for dead times through audio/video scanning

muswing

Generate playlists based on preferred mood graphs

rollyourdistro

a paas to create custom linux distributions with ease

herograph

a visualizer for characters uniqueness in character based multiplayer games

Winetree

thank god I don't need a note to remember winetree because it is quite a catchy idea, fuck you evernote for fucking up my notes and asking money for accessing history, that's called data thieving.

some sci-fi books

Foundation series, Red Rising trilogy, Ender's Game

crowdshared lists councilist

a backend to store filtering lists of entries for services. For example blacklisting apps on the play store, channels on youtube/twitch, news websites.

A council is a group of people that decides what should be blacklisted.

The goal is the level the playing field, and taper down the network effect.

Pickup Games Fast

...or PUF.

An endeavour to create a list of bullet points to learn to play a game, or learn to watch a game.

To play the game

bullet points should be focused around the game flow, how to achieve Y by doing x. The flow is the most important thing to understand about a game, mechanics and knowledge revolve around it, it can be described as the pace toward the endgoal grouping the most common sequences of inputs.

To watch the game

such bullets points should focus on particular aspects of the game, some are more genre oriented, some are game oriented.

Example, to appreciate dota what is important is not to watch the team fight, but the position of players before the team fight. Such information can really be appreciated and makes you love a team more than another, because depicts the preparation. In dota in particular in fact the unfolding of the team fight is usually decided by the position of each player before it, and that is something to really appreciate.

In counter strike the coordination and the execution of setups is what can be appreciated, much more then frags that tend to be repetitive in their execution and expected at a certain level of skill. 1vX scenarios can also be really admirable because they breakout from team strategies where 2+vX tend to just be a subset of those, and let the player show off their skill, and level of quick thinking, also such scenarios tend to be the most original in term of positions on the map.

thought on spectator in games

the spectator ui should have a 50% of game always visible

the hon spectator ui is very good, probably the best for mobas

hearthstone is very good also although it is simpler for card games and for hearthstone in general because it has only secrets as out of game flow events. It could have a "bench" where something like legendary minions played and dropped in the game appear.

The concept of lingering informations...information that is only really important for a few moments but that is useful for players wanting to learn a game by spoon feeding notations by picking just a few bits in each game by keeping such information floating around longer. An example is cards descriptions in a card game, or damage dealt by a skill in a moba game. Very good for spectating tournament, but probably best for helping streamers expand their viewership but making less common games more accessible and understandable.

galoReply

A diary of all your replies, preserve your online activity, and show off your best replies

create personality recognizer

Create an app that listens to someone talk and spits out the personality from the transcription send to watson personalities

Deadlines software

Look up some SaaS for social deadlines to manage workflow

Cloud image vectorizer

An api/service that serves vectorized images using inkscape command line

Kalories tracking app

a mobile app that tracks calories intake

Neckphones

earphones for the neck, exploit body vibrations to transfer sounds, plus directional speakers toward ears.

service/application to warn about steam charts numbers

A website/desktop/mobile application that warns when there are tot people playing a game.

Moviecut

A website/standard/software, aimed at making movies watchable by anyone by cutting them in "episodes", People posts their suggested cut timers, and other people vote the best, hopefully making it a standard.

a blogmal version for affialiate and product based

Automatic shadowblogs based on trending topics, products with affiliate link surrounded by images from social networks.

WPRobot, Wordpress Automatic Plugin, or other plugins?

Spinify

Create an app/game/pubplat focused around word spinning text.

Steal text between spinned articles?

Assign value to articles that degrades overtime?

Enclose articles in stone after X? (time has passed, or something has happened.)

Point of view

A website that defines stuff, based on point of views. Each point of view is defined by an appellative, a cultural definition, a religion, a political or economical stance.

Bombet

A website that allows to bet on how many incidents will be caused by the use of explosive in festivities

Corruptitaly

A website that tracks specifically news about corruption in Italy, it displays a big timer on top with the latest corruption event occurred.

Application to convert sequences of words into colors

An NLP that converts a word or sequence of words into one single color which is the average or dominant color given the context of words.

Grow vegetables App

Mobile to grow vegetables and exchange them with other users in the area, documentations on how to grow vegetables, ranks etc....

blogmal user

create a mobile app based on user usage from wordpress where user can customized its feed

Memorial

Create a website about memorial, where people can write the best things they have learned in life

AMD Performance

I have done some dirty tests on planetside 2 which spent months on a big patch for cpu optimization and warframe which was mentioned before and has multi threading as an option in the launcher.

They both really behave in the same way, affinity with 1 module gives 85/90% framerate, with both cores staying around 80% with 90% peaks, and you can enable a third core from a second module to top performance, after that you are just spreading the computation around the other cores without any framerate improvement.

Not even half of the chip gets used in these optimized games, planetside2 is considered next-gen from a technical pov.

Warframe:

1M = 140FPS (89,97)

1M + 1C = 180FPS (91,71,84)

2M = 188FPS (84,76,80,69)

4M = 200FPS (69.28,59,30,46,26,2,1)

Source engine benchmarks, tf2:

2639 frames 25.989 seconds 101.54 fps (9.85 ms/f) 3.573 fps variability 4M (65,45,50,29,47,20,47,27)

2639 frames 34.417 seconds 76.68 fps (13.04 ms/f) 4.297 fps variability 1M (97,83)

2639 frames 27.264 seconds 96.79 fps (10.33 ms/f) 4.259 fps variability 1M + 1C (68,71,78)

2639 frames 26.590 seconds 99.25 fps (10.08 ms/f) 3.956 fps variability 2M (65,59,55,52)

csgo:

7487 frames 34.479 seconds 217.15 fps (4.61 ms/f) 27.016 fps variability 4M (57,46,60,25,54,22,55,28)

7487 frames 50.817 seconds 147.33 fps (6.79 ms/f) 13.147 fps variability 1M (97,98)

7487 frames 37.304 seconds 200.70 fps (4.98 ms/f) 22.583 fps variability 1M+1C (79,82,93)

7487 frames 34.532 seconds 216.81 fps (4.61 ms/f) 22.483 fps variability 2M (75,78,74,66)

dota2:

126 frames 1.674 seconds 75.27 fps (13.28 ms/f) 4.788 fps variability 4M (33,51,46,33,29,17,54,13)

126 frames 2.260 seconds 55.74 fps (17.94 ms/f) 4.568 fps variability 1M (100,100)

126 frames 1.766 seconds 71.34 fps (14.02 ms/f) 4.770 fps variability 1M+1C (61,72,84)

126 frames 1.715 seconds 73.47 fps (13.61 ms/f) 5.023 fps variability 2M (63,55,63,54)

Watchdogs:

1M = 57FPS (100,100)

1M+1C = 80FPS (72,89,90)

2M = 87FPS (78,76,79,72)

4M = 96FPS (51,57,66,28,56,30,59,21)

SC2:

4M = 53FPS (81,21,52,21,40,20,38,19)

1M = 36FPS (91,85)

1M+1C = 46FPS (73,38,89)

2M = 48FPS (76,34,78,38)

SC2 is pretty much the only game where one core goes above 50% consistently

COH2:

4M = 45FPS (51,58,58,50,53,42,51,39)
1M = 26FPS (97,96)
1M+1C = 38FPS (82,85,93)
2M = 37FPS (84,84,79,83)

NEVERWINTER

4M = 48FPS (46,48,48,30,41,26,46,35)
1M = N/A
1M+1C = N/A
2M = 30FPS (75,57,69,66)
2M+1C = 42FPS (52,48,65,46,70)
3M = 46FPS (50,42,56,44,55,37)

On neverwinter the game tops up at 2 modules and 1 core despite the fact that on 2M it does not use all the resources.

DRAGON'S PROPHET

4M = 45FPS (50,41,52,39,57,27,50,41)
1M = 34FPS (96,94)
1M+1C = 43FPS (81,62,87)
2M = 43FPS (60,71,63,62)

Dragons prophet uses cryengine.

WAR OF THE VIKINGS

4M = 104FPS (70,65,80,50,57,60,54,50)
1M = 70FPS (100,94)
1M+1C = 89FPS (73,81,87)
2M = 92FPS (66,76,73,61)
2M+1C = 98FPS (60,74,67,56,66)

WotV made with bitsquid engine, which boasts "excellent multicore performance", it does not really behaves much differently from the other games tough.

NS2

4M = 100FPS (74,12,57,15,26,11,41,12)
1M = 83FPS (92,87)
1M+1C = 100FPS (74,36,78)
2M = 98FPS (68,30,57,41)

Natural selection 2 is the second most single threaded game I have tested after SC2, because of lua scripts with one core always around 80%

Firefall

4M = 72FPS (63,7,28,16,19,13,75,10)
1M = 63FPS (77,80)
1M+1C = 67FPS (51,41,76)
2M = 71FPS (42,51,60,27)

92 83 88

92 83 88

Razer is good?

[quote name="Bruticis" url="/t/1337761/official-creative-sound-blaster-z-zx-zxr-series-club/2640#post_22708170"]

I'd like to know this too, I'm looking for the exact same setup as you. I looked into the Razer but I can't stand their build quality. I read a LOT of forum posts about the Tiamat suffering the same build quality issues and breaking after a very short period.[/quote]

I give you my impressions. I have 2 mouses lachesis 4k dpi, 1 had a problem from the moment I bought it to the moment is broke, the other is still working fine after many years. I also have had razer barracuda hp-1 headphones combod with ac-1 razer soundcard, it was imho the best combo I have ever had, sadly the headphones broke 1 speaker and then crumbled (I think they can be repaired just my substituting one speaker and the attaching the whole skeleton back together), the ac-1 soundcard is still kicking asses but I have to leave it on my old pc because crosshair v z mobo does not have pci, only pci express, I also have razer lycosa still working fine but buttons starts blanking away, alt and ctrl are only bluebacklight now, but still works fine.

So on 5 razer products 3 upon 5 are working good. It is more of a problem of production process with razer, devices produced on the later part of their life cycle are gonna be more solid and with less or no problems compared to the ones usually bought by "enthusiasts" , razer definitely rushes out their products :P

I also have a pair or roccat kave 5.1, that I have used for like 2 or 3 years, one day my brain just said "no, you're never gonna torture me again with those headphones, or Im gonna kill u".

Now I have a pair of superlux hd681 evo which are lighter and modmic4, im not gonna say they are great or better or w/e, I'll just say I can hear and discern more stuff than what I did with kave. The mic im not so happy about , I wonder what would it be like with the emishield.

Anyway, 5.1/7.1 headphones

Boring classified app

Multiple management of classifieds

Untitled

Consider the ideas, not much the numbers, you might have a better understanding of dota numbers so you might tweak them accordingly.

Greater bash:

- Speed duration before: 3/3/3/3
- Speed duration after: 4/5/5/6
- Bash % before: 17% all levels
- bash % after: based on movement speed: ~350 = 17% ~450 = 24%, ~522 = 30%
- Bonus movement before: 15%/15%/15%/15%
- Bonus movement speed after: 40/60/60/80 (fixed values, not percentage)

Empowering haste:

- before: 6% / 10% / 14% / 18%
- after: bonus based on proximity to enemy heroes, the closer you are the faster you get 6-12% / 10-20% / 14-28% / 18-36%, but only if you face the enemy hero, if you turn your back the bonus is minimal (6/10/14/18). Also the more enemy heroes you face the more bonus speed you get (which means if you face 2 heroes you get the same bonus speed from twice the distance compared to 1 enemy hero). The bonus has a limit distance (I call it smell...he smells the enemy heroes and get angrier the closer he gets because he smells their stench, the more enemies there are the stronger is the stench and the angrier he gets, and if he turns away it means he is scared, and nether spirits contrary to common spirits when they are afraid actually are slow and weak and their mind is scrambled), the limit should be around 2000 units fixed on all levels(or maybe less, you do the numbers :P).
- It works with Charge of Darkeness, there might be scenarios like where SB charges from bottom lane to top lane, and passes through midlane, should he get proximity bonus speed from heroes he is not charging? No, but only because he is charging, he is in a mentally focused state and does not care for smells other than the target he chose.
- Now considering there is already bounty hunter which gives bonus movement speed to allied heroes close to enemy heroes, I consider just removing the aura property and make it a passive only for spirit breaker.

Charge of Darkness:

- Direct results of the above changes: a succesful charge should give 4/5/5/6 seconds of bonus MS (which is higher than before) and would allow for more bashes after a charge
- Cooldown from 35 seconds to 55 seconds
- Cooldown decreases by 2/3/4/5 seconds with each succesful bashed units, should this count bashes that happen while charging? Probably not because otherwise he would have charge always ready, also he can't recover from a skill he hasn't even finished executing.

Nether Strike:

- I Feel like the range is wonky in some ways, why would aghanim increase its range? I think its range should be half the smell range (1000 if 2000, 750 if 1500 etc...whatever you choose it to be), because he is split between the two realms, his effectiveness is halved (therefore half the smell range)
- Bonus damage might be reduced or removed entirely this is a question of numbers, you choose here
- Aghanim scepter:
before: Range + 150, Radius +250, Cooldown 20seconds
after:
 - No range increase
 - the Bash as passive skill gets the +250 Radius as a whole (or 150 o 200 again numbers here, you test and see which one is more reasonable), which is applied to regular bashes, ultimate and charge (the charge target since the other ones are already done in some AOE which does not depend from the bash),
 - Cooldown from 20 seconds to 25 seconds or 30 but an increase like the charge because...with aghanim it should work like charge, reducing the cd with each bashed unit. What does this mean? If he ulti someone and bashes 2 units (heroes or creeps does not matter), he should have the ulti cd reduced to 15 seconds (or 20 or whatever number you choose), if he ulties 5 units he might get another ulti ready and keep going, or charge someone if he is out of position (the enemy) because tried to escape from the bashlord.
 - As last bonus aghanims should increase base and max movement speed (which means it should be active without greater bash bonus,empowering haste, and boots), it should be based around half the bonus given by charge, or directly connect the two abilities, this means he gets 39/64/89/114 when he has aghanim scepter, depending on the level of charge of darkness.

As you can see the changes don't modify its damage, but where pointed towards these 2 factors:

- He is the true bashlord, whereas bashes like troll,void,slardar are just "helpers" to the heroes. Spirit breakers instead masters the bashes making it both the pillar and the edge of its combat style.
- He is the anger of the nether realms, (and I think the voice of the hero does a wonderful job on showing this) and this anger makes him faster, he feeds his anger on his enemies, jumping on them with the ferocity of a beast, and the speed of a predator.

Pilemail

Using pilemail, users should be able to login

Earth analisys

Analize the terrain of the ownings...

Uni vs Work

The progression of so called "students" should be shifted from universities to working environments, so that universities may return to "sanctuaries of knowledge" and to provide efficiency to work, the workers and a straightforward learning experience.

Game RTS Escalation

Project a RTS game where the battle is fought in stages, that escalates into other stages.

Speed Reading Wheel

Speed Reading wheel
rotating single word lines
play pause return top functions
upload txt, copy paste, upload pdf
select number of lines focus, periphel view
select rotating speed

Concept of time

Sound, symbol of time? What would you hear trough a surface?

Big Realities

Think about samsung and tizen

Electric shear

Design a shear with replaceable blade , button only, mechanic or electric based.

Ebay style agric market / trading / ads

Good to replace middle-man, or eliminate it, focused on food supplies, agricultural supplies.

Total conversions assay

Guys. if I may express my advice, coming from a player of mods/total conversions alike, make a longterm plan for the mod.

In my experience, the only game I have kept coming back to is pvkII, why?

PVKII has a fantastic long term plan about what they want to do with the game with an awesome wiki where you can see the next to be implemented classes and other things.

You don't have to make a time table, but just having a clear and focused vision big enough to keep players looking forward to, it is an awesome thing, it is what makes players interested, thinking "This game is really fun now! Looking ahead it can only get better! ", it is what makes players come back and check "what's new", players won't forget! Its the beauty of these t.c., seeing how them get developed, playing them, realizing bit by bit the pieces fitting together, that's what makes them awesome and that's what builds following, having a long term plan as big as you want, and walking toward it to your own set pace.

I see a lot of t.c. that try to "wrap up" things knowing they won't get developed much building these so called "final versions" and imho that's a bad approach, because that's trying to offer a product/game that players can have a "complete" experience with, and that's not the purpose of these amazing teams arranged together that sometimes go pro(:)), be serious and realistic, the point of these games is not to offer a complete gaming experience, but having a learning or enjoyable experience both from a dev and player point of view. I feel like this is the point, setting

Heartstone coop

2 players plays one deck, in order to play a card they have to vote the same card

Rationalizing food

Not in the way to use reason to get the best food outcome, thinking about food, not only as fuel.

Mind Sharing Tool

Came thinking to tabletop games, device to synchronize mindsets, to a similar field of imagination to crank tabletop games to eleven, of course just the top, with setup system to isolate wanted mindfields, to respect the privacy of mind.

Windows 8.1 Key

XHQ8N-C3MCJ-RQXB6-WCHYG-C9WKB

Which games to lpay

How to choose which games to play, based on needs/wants genres/mindset, types of fun, what genre gives that kind of fun choose which fun you want to have.

Linerg features

Image badges: small idiomatic images to display a feature of the hosting plan

Services registrations : allow services to register and guest post their plans.

Users: users should be able to access all the blogs and linerg as social platform

Cross story between aliens

A cross story between a futuristic human child and a possible alien child, confronting childhood

Story missing link

A lost civilization reinvents itself before a catastrophe. Possible dual tale with a contemporary version showing the discovery of this lost civilization

text italy

there is a thing in italy(yy)
there is something that you'll never see(ee)

mafia, politica
domenica si gioca la partita
e si giudica chi predica
chi pratica chi parla
di colitica.

non c'e' nessuno..., buio
qui certo fa l'esperto del carretto,
ed io mi diletto a non pagarlo
ma a criticarlo fin quando sbaglio

ed allora, gioia dolore amore calore prole
tepore di sudore, crescere chi,
non vuol nascere e' come pascere pesce
fuggente dalla fonte
dimenticante del fetido olezzo
del monte pieno di disprezzo

there is a thing in italy(yy)
there is something that you'll never see(ee)

ma siamo matti? pescegatti
quatti quatti quasi ratti che divorano
cio' che trovano e cadono sopra
la trappola che provoca rimorso di aver morso
la famosa forma di formaggio, quasi foraggio
per brucare sfamare giocare parlare fare
piangendo con coraggio

se mi schianto prego dio
se mi scanso dalla clio
se mi sballo sul pendio
se mi sfaldo dal declino di questa morente vita
tanto ardita senza mente e tanto occlusa a te piacente

ed il pastore comprava poltrone,
per far sedere culi di silicone
ed i figli dei paggi con zii e parenti
senza pentimenti tutti sull'attenti

tutto fu normale tutto capitale!
ma che bicamerale! se siamo tutti cicale!
chi dipingeva la carta federale
chi risolveva tutto al feudale
ma nel bene e nel male
catene di pace su pale

Si critica politica? si critica politica? si critica politica?
we! tutti sul carro dei vincitori di analitica!
ma su ma dai ma che mi dici mai
si la politica non la sai
e chi faceva di tuttata l'erba un fascio
e chi cresceva fasci come gramsci
chi comprava

social network for hosting

create a social network where hosting company and users can make comparison show plans offers etc.

how much is too much website

create a website that tells how much is too much about things

rating social network

rankeven.com

social netowork where everyone rate everything

market place for seo services

market place for seo services

a new way to work

a new way to work

shift the value not on the product but on the value of the producer (kinda messy needs refinement)

Civilization acknowledgments

Civilization acknowledgments

song 2

and the time goeeesssss
without no pauseeee
tick tack click klok
tick tack ticktack sbonk
down digit down the meme base
yeah click on that don't care about phase

Am I a curse? Blame me for what you have done, no one shall know the truth, all

Am I a curse? Blame me for what you have done, no one shall know the truth, all the hate fades away, what remains is all but the flames of the fire of your memories, that you burnt, blaming the void of your fearful determination.

rip minieredoro.it and make an english site

rip minieredoro.it and make an english site

song 1

Hello, are you there?
there is something for you,
that I want you to do.
It's fine, It's all right!
to enslave the enemies and take all the properties!
Yeah!
that's the world,
a bunch of common laws
that becomes the ball.

don't be shy, just enjoy
there is your cut,
just grab it and depart
among friends, here we go!
just move fast till it lasts, and aim to a new game!
nice shot!
what you got,
a nice booty,
it's your duty
to be what you want and take what belongs

to...

three way of living

build something
raise a family
enjoy beauties

premium accounts website

premium accounts website

weekly bass streaming

weekly bass streaming

software consultant

software consultant

family website

family website

VIRTUAL SEO MACHINE SHARED

VIRTUAL SEO MACHINE SHARED

image blocker

addon per firefox con image blocking + blacklist per siti stile sales letter

evoluzione annullata

modifiche di vita, tempi ridotti

Website stile soffitta oppure stile baule

Website stile soffitta oppure stile baule

cecita' del progresso, circolo vizioso

cecita' del progresso, circolo vizioso

visione del lavoro

visione del lavoro

a blog or network about dreams where users can write their own dreams, or a blog

a blog or network about dreams where users can write their own dreams, or a blog about my dreams

sophia open source

sophia open source

boss reviews

boss reviews

swype thumbs keyboard

swype thumbs keyboard

Green card redirect

Berlusca guerrafondaio no?