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## Majora's mask randomizer tracker

Made using Gmestudio 1.4 =Description= Simple Tracker is a basic, easy-to-use tracker for some randomizer games. It will continue to be updated to support more games. There is a normal, and minimal version of any tracker (for those who prefer smaller or alternative trackers layout) = Current Games Supported = -Zelda Legend: Ocarina of Time Randomizer -Hollow Knight Randomizer -Metroid: Metroid: Metroid: Zero Mission Randomizer -The Legend of Zelda: Legend of Zelda: Mask of Major Randomizer-Metroid = Known problems due to OOT and MMR using the same wallet, MMR current has an additional wallet upgrade that is not actually in play. =Scheduled feature extensions = As with Time's Ocarina, adding capacity amounts for items in Metroid: Zero Mission and Metroid Prime is scheduled. Add support for tracking Hunt's triphors mode in Ocarina time = Upcoming games to be supported = -Metroid Prime 2: Echos Randomizer -Super Mario 64 Randomizer =Changelog =-6.0.0: Added support for Metroid Prime Randomizer. Now you can reset the current tracker by pressing the End key. Updated Help text. -5.0.0: Added support for Zelda Legend: The Mask Randomizer Major. Added Help window (available from the Home screen or at any time using F1). Removed compact tracking logos. New visual style. New control to access minimal trackers. Screenshots can now be taken using F2 (Overwrite previous screenshot). -4.0.0: Added zelda legend support: Minish Cap Randomizer. -3.0.0: Added support for Metroid: Zero Randomizer mission. Added swirling ghosts/ Abyss Shriek to Hollow Knight Randy (not Compact). Fixed the wrong version that appears on the Home screen. -2.0.1: Fixed problem without background in Hollow Knight Compact Tracker -2.0.0: Project Cleanup, Added Support for Hollow Knight Randomizer -1.0.0: Original version supported for Zelda Legend: Ocarina of Time Randomizer MaskTracker+ (Mask Tracker Plus) - AEScripts. MaskTracker+ turns the Mask Tracking Program into a comprehensive planning tracking station that allows you to do much more with the tracker. I watched Zelda Okrina on Zirow Randeries' Okarina, and I really like the tracking element he uses in it. I thought I'd do a play on The Major Mask, but it doesn't look like there's a transmitter like that. The problem wasn't about being able to see the frosted one. It's about manipulating the shape control points that create a mat. I haven't tried it in a long time, so maybe now it's solved, but the problem came up when the roto shock. You will make an initial form of roto and then apply a planar song that will only the resulting mat and not the checkpoints in the form that the matata has made. This means that while you are trying to refine the roto by adding animation to the polyform- polyform- with checkpoints that have not been translated, and so, nowhere near the edges you are trying to draw around. With Moka, the skirt shape itself is moved so that the checkpoints are always associated with the tracked object. Like I said, that was a while ago, so maybe it's fixed now. DC. on September 13, 2018 The first time you open the broadcast view in 2.1, you will be asked to allow it to access the network from Windows Firewall. This is required for NDI® support (see below), and does not communicate with external network services. EmoTracker 2.1 has just been released! As always, your tracker will automatically prompt you to install it the next time you run it, or you can find Check for updates in the gear menu! Read for details on what's on! Continue to read item, location and login Tracker for Majoras Mask Randomizer Basic functionality: You will provide this tracker logical file used to generate your seeds and show you any location that is available to check based on the logic and elements you have received. Double-clicking a place, I'll ask you to choose what item was found there, or you can import your html spoiler journal to get it done automatically. If you know what item a place contains, you can set the location to show what item is there without actually checking it. All checked places will appear in a separate field showing the location and item found there. Item Settings: You can customize which locations are Randomized, non-randomized, or junk e-mail. Non-randomized items will be automatically received when they are available and junk places will be hidden from the tracker. You can set the items as starting items so that the tracker can always consider them received. These settings can be imported directly from Majoras Mask Randomizer using settings.json or custom item strings. Randomizer Login Features: When using a random version that includes input rand, the tracker will have a separate box to track the available inputs. When checking the login, the tracker will automatically mark the input on the reverse side if you have the option enabled. You can use the road sider to show you accessible paths from one entrance to another. Online game: You can sync your tracker with your friends online to share progress between your trackers. The tracker can be set to automatically mark items that others have found in coop seeds, so you'll know where that item is located. The tracker can be set up to automatically check items received from your friends in an online world to note that you received it as well. contains a number of not exactly connected tracker tools to use with randomizer. Seed Checker You can use seed checking to check if your seeds can get a number of selected items based on your logic. You can tell the Reviewer to ignore certain checks you want to Playthrough Generator You can use a playback generator through to create a guide that will tell you what items you need to get, where they are, and in what order you need to get them to beat the game. You can determine what the beating game consists of by adding a fake element to the logic called MMRTGameClear and setting it to require what is not a swearing-in to beat the game. Visually track items Visually display the items you received. Map filter interacting card that will filter the tracker based on the area of the card you click on. Advanced Logic Editor Tracker is equipped with a full Logic Editor. This logical editor includes everything included in the editor found in MM Randomizer plus a number of new features including: Undo/Redo functionality. The ability to return to the last record after using the Go To button. Show items and location names together with the logical name. A larger window with conditions for viewing complex conditional conditions. Copy/paste records. The ability to rearrange fake items while automatically updating values in other records. The ability to rename fake objects. Cheerleader Mask randomizing element of T.E. Written on text 3 with flashpunk, slightly modified with SHILySIT is input.as for right-click support. You can either just run .swf in a browser (not that any browser that supports flash anymore), a standalone flash player, or just grab a batch flash projector and run exe. The aerial version looks cleaner and has a custom icon, but you need to have air installed. I watched Zelda Okrina on Zirow Randeries' Okarina, and I really like the tracking element he uses in it. I thought I'd do a play on The Major Mask, but it doesn't look like there's a transmitter like that. Is there one and I just missed it? Or something? And if not, would it be possible for someone to do or even me to make one? ZOOTR Item Tracking: 2 6 comments

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