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Doom 3 flash game

By Misty Rodriguez USB flash drives are perfect for transporting files from one device to another. They are also useful for cleaning up valuable space on your computer. If you are a hardcore gamer, your computer can be cluttered with game files. As long as you buy a flash drive with enough memory, you can install some of the games you don't play often on that drive. When you're ready to use them, you can simply connect the drive to a USB slot and transfer the games back to your computer. Insert the flash drive into an open USB slot on your computer. Click Open Folder to view files in the Auto Play pop-up window. Navigate to the game files you want to transfer to the flash drive. Click one of the files and hold down the Ctrl button while you're done selecting the rest of the files. Click one of the highlighted files and hold down the mouse button while dragging the selected game files to the flash drive folder. Allow the files to be transferred completely before closing the flash drive folder. Click the Safely Remove Hardware icon in the notification area at the bottom of the screen. Select the flash drive and wait until the system notifies you that it is safe to remove the flash drive before removing it from the USB slot. As for Arrow and The Flash, there has been a tale of two shows heading in the opposite direction for the CW. When the latter debuted, the former was already well into a sharp decline in overall quality. There was little doubt that at the time, arrow's best seasons were behind it, while The Flash was just starting to enter its prime. Now, two plus years later, we see a stunning reversal for the two shows. We've seen Arrow suddenly emerge as the superior offering for the first time in its history of existing together. It was in the last season's premieres for both series that we saw this reversal take place. While The Flash's third season began to exacerbate its many recent thematic problems, Arrow's own premiere a day later showed that there's a new top dog in the CW's superhero universe. 1. Arrow is back to basics at the perfect time Arrow, Season 5 | Cw Arrow was undoubtedly at its best in its first and second seasons, back when the focus was on a man and his struggles to keep his inner demons at bay. Oliver Queen we look back from a desert island in the debut episodes of the series, is one who longs to be a hero, while fighting the dark, violent tendencies that helped keep him alive for five years. The narrative has since been swelled to include a number of other characters. Season 5 kicked off with a return to basics, whittling the new Team Arrow down to just Oliver and Felicity. We see Oliver begin to accept that he must recruit other young criminals to replace those who have since left, so things are to get crowded again soon. Still, it's clear that the focus is again on a man's journey, and it comes at a time when The Flash is starting to feel as bloated as the Arrow about two seasons ago. 2. We may be back to basics, but history is still moving forward Arrow, Season 5 | CW Oliver aptly quoted an old Russian proverb in the Season 5 premiere: The shark that doesn't swim drowns. In the best part of the last two seasons, it has been hard to shake the feeling that the Arrow has not swam forward and it has suffered as a result. So while the show simplifies its overall feel in Season 5, it's still moving forward story-wise. Oliver recruits another team in the wake of his old dissolution, he is now mayor of Star City, and he faces a whole host of new problems along the way. Meanwhile, we see The Flash roll back much of Barry Allen's character development in one fall, giving us the distinct feeling that scarlet speedster not only running into place, he runs backwards, while arrow finally swims in the other direction. 3. We see both sides of Oliver Queen Arrow, Season 5 | CW It's important for us to see the protagonist of a superhero series when they're not fighting crime, and it goes double for someone as complicated as Oliver Queen. For The Flash and Barry Allen, the two sides of our hero are irrevocably linked. Arrow though, shows us a man divided: On the one hand, Oliver is in charge as mayor of a city and is expected to perform his duties as a civil servant. On the other hand, his nocturnal crime fighting often puts him at odds with his day job. We rarely see that kind of dichotomy for Barry Allen/Flash, and with Oliver's already well-fleshed out character depth, the difference is starting to get incredibly clear. 4. The Green Arrow Moral Compass Has Become Far Less Black and White Arrow, Season 5 | CW There's a reason why arrow's first season was the best: In it, we get a version of our hero whose moral compass isn't entirely defined. In subsequent seasons, he has adhered to a strict no murder policy, and in many ways it has hindered him as a character. Season 5 starts by showing us that murder is back on the table, albeit far more judiciously than the Season 1 iteration of Oliver Queen. It's the complex morality that makes Oliver the most interesting hero in the CW's superhero universe right now, especially as the Green Arrow's enemies become increasingly brutal with each passing season. Follow Nick on Twitter @NickNorthwest Check Out Entertainment Cheat Sheet on Facebook! Need to build an expressive, interactive website? Use HTML5/JavaScript/CSS3. Obviously.Need to view video online? Use the HTML5 tag <video> with a Flash </video>just in case some of the users have not completely caught up with time. Course! Need to build a browser-based casual or social game? Use Flash. Wait, huh? Whatever you might have to say about Flash, it's still the best technology to develop 2D games in your browser and is set to remain so for quite some time. Others may catch up on time, but they're not there yet. Browser inconsistencies in areas key to game development such as audio support and rendering speed, combined with completely absent features such as microphone and webcam support, hold them back. Developing games in Flash right now couldn't be easier though! There are a number of great tools for both code and graphics, and a large community of Flash game developers to tap for advice, feedback and general discussion. The same community has also produced many well-built, mature and open source libraries and engines specifically aimed at creating games. Perfect for fast idea development and big games, these engines handle the most common elements needed in a game, so you can concentrate on what makes your unique and fun. Which one you choose depends on your personal needs and preferences, so let's take a look at the three most popular engines around. FlixelIf asked to name a Flash game engine, I suspect most developers would answer Flixel. The project has been around since 2009 when Adam Saltsman released the first public version to the world, and quickly gained popularity and a large user base; a success helped together by Adam's own game built in the engine - Canabalt - achieve viral fame. Flixel is based around a bleed graphics system. This works by copying the pixels from the in-game graphics and composing them all for each update into one image, which is then displayed by Flash. In many cases, this can be faster than letting Flash handle the drawing itself, making it a good choice for graphically intense games. However, it means that all graphics must be in PNG/JPG format, so if you want to work with the vector format native to Flash, you need to use one of several solutions. The rest of Flixel's features make an impressive list; tile maps, collisions, particles and an excellent troubleshooter all come by default, and there are some unique features in the list as well. You won't find any more cameras, path finds or a recording/playback system in the other engines covered here. Easy to pick up and use, with a wealth of online tutorials and forums to strike when you hit a wall. Flixel is great for those who just get into game development, and for those who want to go from idea to playable game as quickly as possible. FlashPunkPC and Mac. Flash and HTML5. Tea and coffee. Rivals locked in seemingly eternal battle. So it's with Flixel and our second engine: FlashPunk, first released in 2009 by Chevy Ray Blitted graphics, a feature list almost identical to Flixel and matching performance mean the choice between them will come down to the small details and your own personal coding style. FlashPunk's only major unique feature is an animation library, so you can easily apply programmatic movement to in-game objects. You will also find the collision detection - look for object overlap - to be much more advanced. However, there is no physics featured out of the box, so you can develop your own or plug in an existing physics library. Whether this is a plus or not is really going to depend on your needs; Built-in physics means faster development, but external libraries mean more freedom and control. The idea of control is evident across the FlashPunk project, with space left for you to replace your own code or other libraries for many of the core features. This contrasts with Lixel's much more descriptive attitude, and can be a clear advantage for developers who want to stretch the boundaries of the engine and enjoy a little more freedom code-wise. PushButtonOur third engine takes the concepts of freedom and control to the extreme. The PushButton engine is the product of PushButton Labs, a collection of game developers from GarageGames. The team is known for releasing the torque motor; revolutionary to be one of the first professional class game engine available cheap enough for independent developers to afford a license. Although the project is now no longer in active development, it can be considered functionally complete and fully usable. It is clear that practices from traditional game development have been brought over to the PushButton engine. In its heart is a device system; everything in your game is simply an identical device in a list of devices. The difference between each device comes from the behavior used by connecting combinations of components. Each part of your game logic sits in these components, as does graphical rendering — both bleaching and normal Flash graphics are usable — and even the ability to be located in the room. This provides incredible flexibility, but at the expense of complexity and level of detail. Even simple tasks in pushbutton can require several long lines of code, while other engines take one. You will find many features that are already included as components, but you will almost certainly need to write some of your own. Most importantly, the device system really shines in larger teams. Members can write components completely separate from each other, safe in the knowledge that they will operate together perfectly. Big social games will often need big teams, so PushButton is ideally suited to Facebook games like Social City. For smaller projects though, perhaps with one or two programmers, the cost of writing much more code may outweigh the benefits. ConclusionNeed to take from sketch to playable game fast? Use Flixel.Need to use external libraries or bend the engine to your will? Use FlashPunk.Need to work in a large team or use vector graphics originally? Use push button. Push-button.