

Readme

ENG

~~~~RAGING STRIKE TRIALVer0.3~~~

Thank you very much for downloading the RAGING STRIKE trial version Ver0.3.

Operating environment

Software requirements

Operating system Windows7/8/10/11 64bit version

.NET version .NET4.0

Recommended environment (refer to Epic official)

<https://docs.unrealengine.com/ja/GettingStarted/RecommendedSpecifications/index.html>

**Processor Quad-core Intel or AMD, 2.5GHz or faster
processorMemory 8GB RAM**

**Video Card NVIDIA GeForce GTX 470 or AMD Radeon
6870HD series or better video card**

If you start it in other environments, please do so at your own risk.

***This game is currently under development, so there are some imperfections. note that.**

The author is not responsible for any damages or troubles caused by using this software.

Please be aware of this and use it at your own risk.

starting method

After downloading, expand the zip file and double-click RAGINGSTRIKE_VerUE5.EXE in the Windows folder to start it.

***If you move only the application from the Windows folder, you will not be able to start it, so please move the entire folder when moving the file.**

Uninstall

Please delete the expanded folder.

Team Grant

Main Production & Main Graphics

Tarrow 100

Twitter ID

https://twitter.com/v_tarrow_aniue

DeviantART

<https://www.deviantart.com/tarrow100>

Main BGM & SE creator

Mr. Conpota

SoundCloud

<https://soundcloud.com/user-800758980>

*** Development tools**

EpicGames game engine UnrealEngine5(UE5)

official website

<https://www.unrealengine.com/en/>

Materials and assets used

***UE4 assets**

Multi Lock-on System

Dear Neko Neko Frenzy

<https://www.unrealengine.com/marketplace/en/product/multi-lock-on-system>

UMG Radar

Dear Amine Sidane

<https://www.unrealengine.com/marketplace/en/product/advanced-umg-radar>

***Sound effect material (partially used)**

The Matchmaker's

<http://osabisi.sakura.ne.jp/m2/>

*** Due to the characteristics of UE4 & 5, the controller input format is XInput only.**

The main operating instructions are illustrated in the Manual folder.

A tool that enables non-XInput controllers to be used in XInput-enabled games

https://sites.google.com/site/0dd14lab/xinput-plus/xinput_with_x360ce

Instructions for keyboard operation (for those who do not have a controller)

- **Title & menu determination button Enter key A key Y key**
- **Normal shot X key Space key (If you hold down the button for a certain period of time and release it, you can fire a charge shot)**
- **Sword (Robo form) Shock wave bomb (Flight form) A key**
- **Lock-on missile Y key (Hold down for a certain amount of time to activate lock sight. Release the button while locked to fire. Release without locking)**
- **Transform B key**
- **Boost dash D key**
- **Pause F1 key P key**
- **Fixed viewpoint (robot mode only) R key Shift key (left)**