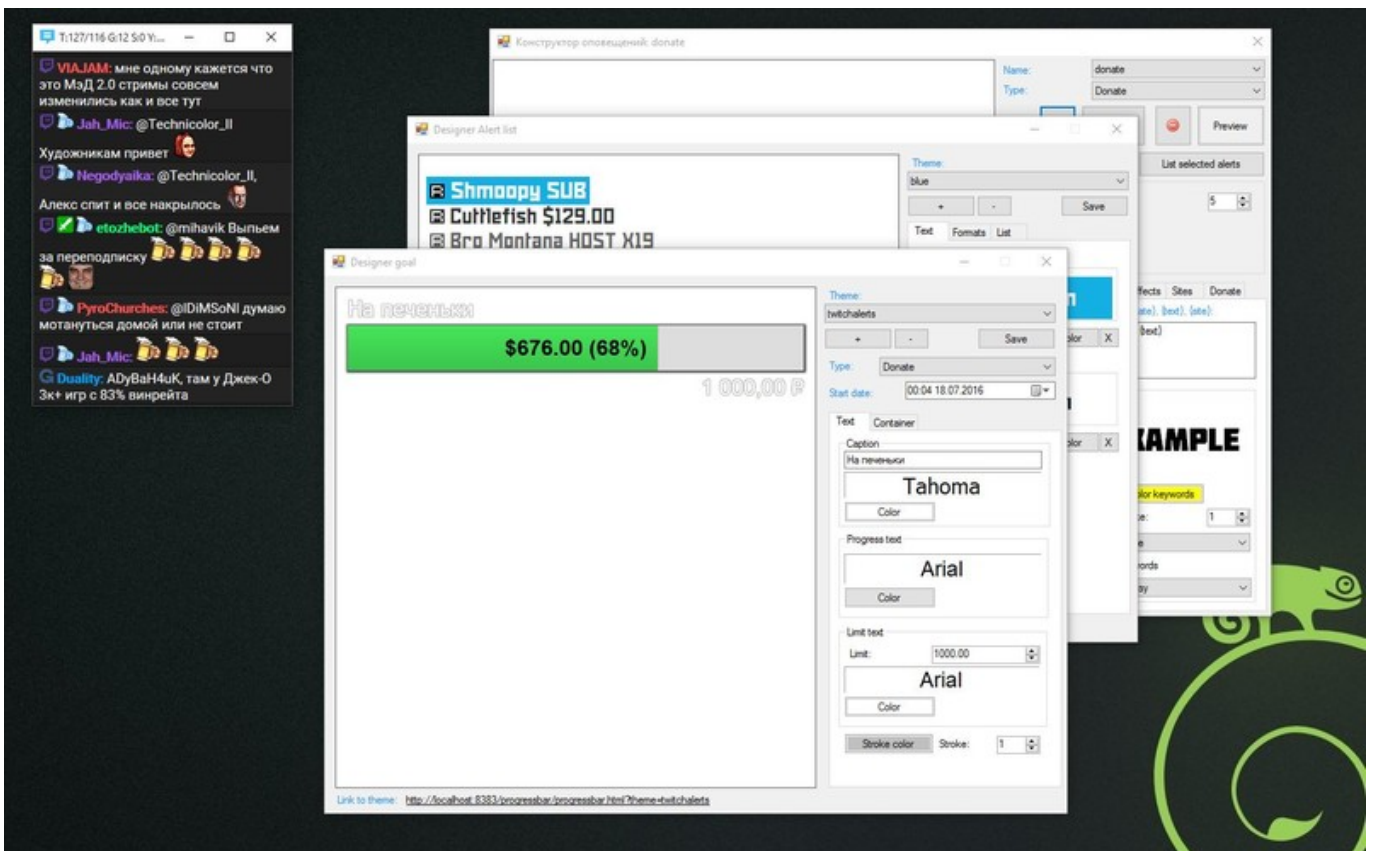RutonyChat Download 1gb



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# About This Software

**RutonyChat** is a program that allows users to capture chat messages and notifications from various streaming platforms and shows them to leading streaming programs (i.e. OBS or Xsplit) or another programs for recording video. The main advantage is the ability to chat and you arrange various notifications live streamers or for video recording, such as YouTube. This program contains more than 100 customizable pre-set chat skins, and user can create his or her own.

Designers alerts, alerts list and goals can help make unusual notifications with different effects for event, whether as new donation, follow, subscription, resub etc. Also user can show specially notifications via the keyboard, or even just play a sound as a joke. However, the remote control feature, can help user create a complex complex animations and styles for stream or during video recording.

The varied functionality allows you to increase interactivity with the chat, such as the total votepolls, raffle, remote control, system of ranks, bot for a chat and other cool things for your stream or video right out of the box.

# RutonyChat features

- Supports chats Twitch, YouTube, Mixer, Goodgame, Peka2.tv, Smashcast, VKontakte, Odnoklassniki, Facebook, GipsyTeam, GamersTV, VIDI, Cybergame, Twitter (hashtag), Reall.tv, Douyu, Looch.tv, Panda.tv

- Notifications Twitch (followers, subscribers, host, bits), Goodgame (followers, premium, donate), YouTube (subscribers, superchat), VKontate (follower, donate, repost, like) and other

- Notifications Donate from StreamLabs, StreamGun, DonatePay, DonationAlerts, StreamTip, QIWI

- Supports all emoticons, including 3nd developers, like BTTV & FFZ, and other

- Highlights messages to streamer (you can set all the names to highlight in the settings)

- Over 70 visual appeerence themes with different animations and styles (you can see themes on website)

- Bot for Twitch, GoodGame, YouTube, VKontakte

- Designer Alerts (follower, subs, etc.)

- Designer Alerts List

- Designer Goals (donate, subs, followers, etc.)

- Raffles and votepolls

- Remote control - run scripts, plays sounds, alerts...

- Rank system - icon near nickname, credits system, etc.

- Labels for last subscriber, top donation, goals, counters, etc.

- Game mode - if you have one monitor (for window game mode)

Title: RutonyChat
Genre: Animation & Modeling, Design & Illustration, Utilities, Video Production
Developer:
Rutony Studio
Publisher:
Rutony Studio
Release Date: 19 Sep, 2016

 a09c17d780

**Minimum:**

**OS:** Windows Vista, 7, 8, 10

**Processor:** 1 GHz+
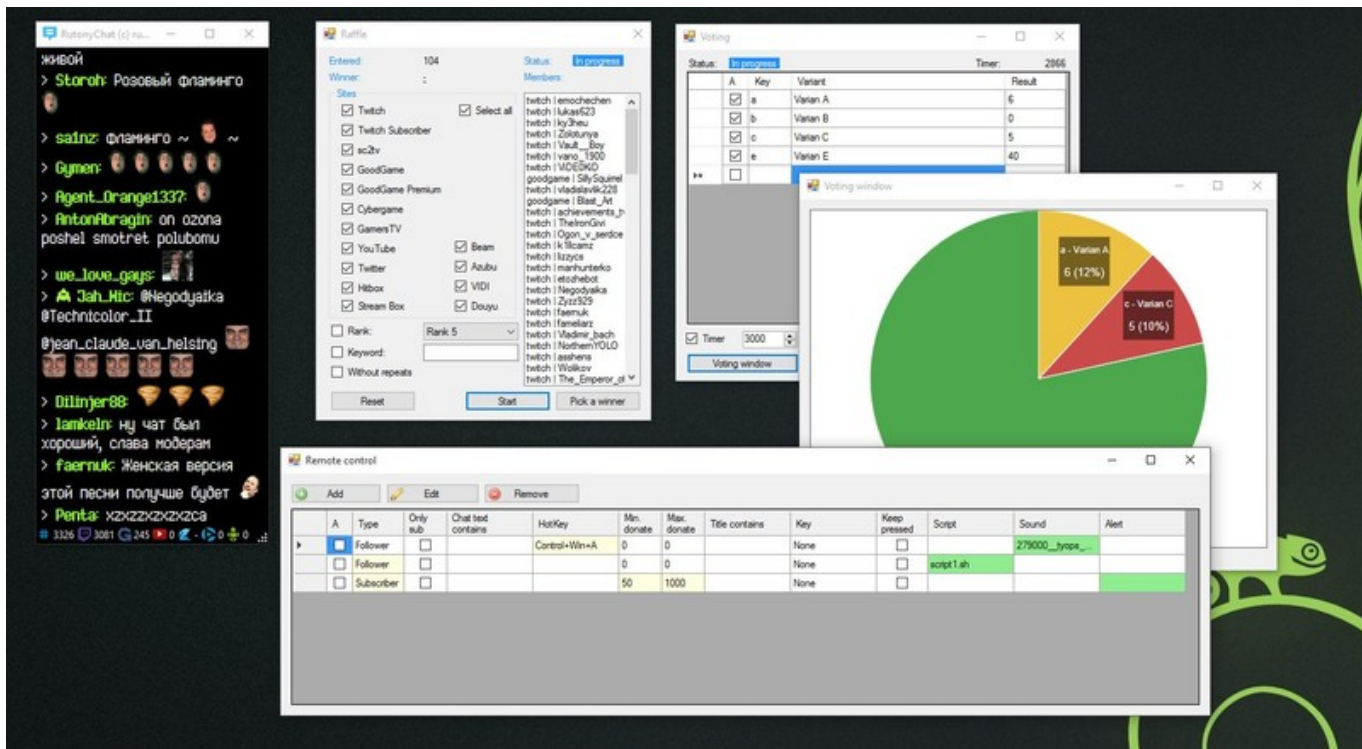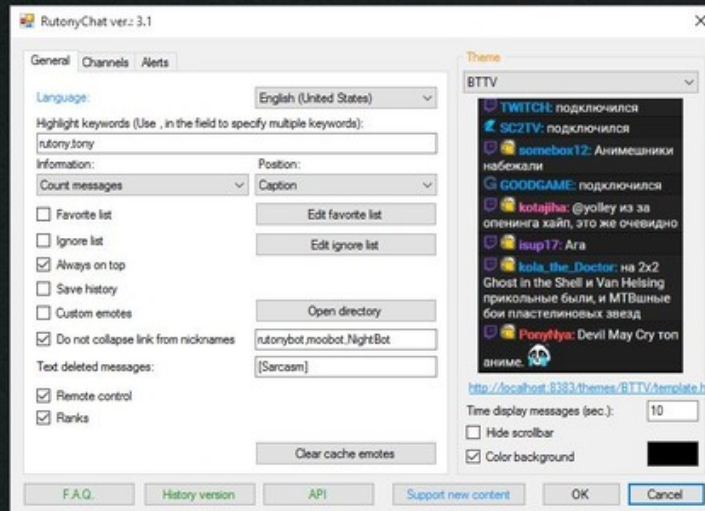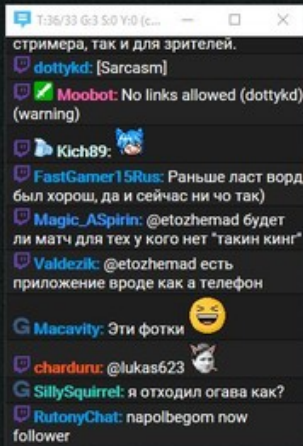
**Memory:** 512 MB RAM

**Graphics:** Any

**Network:** Broadband Internet connection

**Storage:** 200 MB available space

**Additional Notes:** .NET Framework 4.5.2 (x86!), Adobe Flash for Chrome


English,Traditional Chinese,Russian

T:36/33 G:3 S:0 Y:0 (c...

стримера, так и для зрителей.

dottykd: [Sarcasm]

Moobot: No links allowed (dottykd) (warning)

Kich89:

FastGamer15Rus: Раньше ласт ворд был хорош, да и сейчас ни чо так)

Magic_ASpirin: @etozhemad будет ли матч для тех у кого нет "такин кинг"

Valdezik: @etozhemad есть приложение вроде как а телефон

Macavity: Эти фотки

charduru: @lukas623

SillySquirrel: я отходил огава как?

RutonyChat: napolbegom now follower

---

RutonyChat ver.: 3.1 ✕

General | Channels | Alerts

Language:     English (United States)

Highlight keywords (Use , in the field to specify multiple keywords):
rutony,tony

Information:     Position:
Count messages     Caption

☐ Favorite list     Edit favorite list
☐ Ignore list     Edit ignore list
☑ Always on top
☐ Save history
☐ Custom emotes     Open directory
☑ Do not collapse link from nicknames     rutonybot,moobot,NightBot

Text deleted messages:     [Sarcasm]

☑ Remote control
☑ Ranks

Clear cache emotes

F.A.Q. | History version | API | Support new content | OK | Cancel

Theme

BTTV

TWITCH: подключился
SC2TV: подключился
somebox12: Анимешники набежали
GOODGAME: подключился
kotajiha: @yolley из за опенинга хайп, это же очевидно
isup17: Ara
kola_the_Doctor: на 2x2 Ghost in the Shell и Van Helsing прикольные были, и MTBшные бои пластелиновых звезд
PonyNya: Devil May Cry топ аниме.

http://localhost:8383/themes/BTTV/template.h

Time display messages (sec.):   10
☐ Hide scrollbar
☑ Color background

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The program overall was an idea I'm sure we've all thought of, but this guy did it and well! So that saves me time on making the software. However, there are a little bit of localization issues I'm sure everyone has seen. I hope that the developer can fix the localization to make the experience a whole lot better. Still recommend this though.. I was the first to jump on this as soon as I seen it available and I was very excited to see this on steam so I just purchased it with no hesitation.

Unfortunately, the help document and all the FAQ's and video tutorials for this are all in Russian...

SO, with that being said... This program is AMAZING. You will have to put some time into it, and get around yourself without the documentation for now (It's in the works however). But I can assure you, there's NOTHING else like it.

The developer REALLY does listen and has been putting work in as since the last time I edited this review he's fixed and added in all of my concerns.

If you stream on ANY or the major platforms (Youtube, Twitch, HitBox ETC) You'd be silly not to have this in your tools.

This program has it all, Chat, OBS CLR Browser Sources, Labels, Alerts, Workshop and LUA Scripting (Coming Soon), and what are you waiting for??? GET IT NOW!. I love RutonyChat because it actually works when you learn how to use it. Was well worth the money.. I have tried several times to use this. It is not intuitive at all. It sort of locks your mouse and screen like some kind of fullscreen application or video game. Also I had no way of getting it to show in streamlabs OBS and the app itself didn't read the chat from any of the 3 supposedly successfully connected sources (mixer,youtube and tiwtch) . I do not recommend this software at all. Save your money and time and Try a different solution.

Update 4\/18\/19 - Been using sheepchat and everything is a lot more intuitive Irecommend it over this.. Many useful features and friendly support makes this application #1 for streamers. Strictly recommended. Unpolished product here.
Settings are not intuinive at all. You can't customize many of things that should be customizible like fonts, opacity etc for chat messages. Filter system is poor and allows only to ban nicknames. If you make some changes, like time display message, it restarts the whole app sending "service connected" for each one into the browser on stream.
No dailymotion.
Link copying isn't obvious.
It hides messages in the main window and if you set "0", which should be "stay forever", it just hides them instantly. Genius!
I believe I'll keep using restream chat for now since it has all desired features...

Devs should make a huge reworking of GUI and make it usable. Also, add english documentations WITHOUT videos. I want to make "ctrl+f" and instantly get to the point I'm interested in.

They also charge you for additional functionality, so f-u.

The program overall was an idea I'm sure we've all thought of, but this guy did it and well! So that saves me time on making the software. However, there are a little bit of localization issues I'm sure everyone has seen. I hope that the developer can fix the localization to make the experience a whole lot better. Still recommend this though.. I would give this a thumbs up but considering how long this has been out already i would have expected at least a tutorial that was not in russian. it is quite hard to figure it all out and some of the settings are still in russian and not english.

also it does like to crash ALOT, any form of changes in the settings and BAM! crash...

im asking for a refund for this as i cannot use this with all the crashing involved, and half the settings are still in russian i have no idea what its saying.... Holy crap what the hell is this ? dose not work at all its just to me

sorry i am gonna refund this i dont buy to fix them .. I have tried several times to use this. It is not intuitive at all. It sort of locks your mouse and screen like some kind of fullscreen application or video game. Also I had no way of getting it to show in streamlabs OBS and the app itself didn't read the chat from any of the 3 supposedly successfully connected sources (mixer,youtube and tiwtch) . I do not recommend this software at all. Save your money and time and Try a different solution.

Update 4/18/19 - Been using sheepchat and everything is a lot more intuitive Irecommend it over this.. \u0e42\u0e04\u0e23\u0e15\u0e14\u0e35\u0e21\u0e32\u0e01. [https:VVi.imgur.comVIsn88An.png](https:VVi.imgur.comVIsn88An.png)

**It is coming! (Finally)**:
Crying is not enough is currently uploading on Steam. This will take a while but not to long (2-3 hrs).

We want to truly thank you for you support and your patience! Hope you like the game as much as we do. Of course, tomorrow, we will be here to listen to your feedback.
Your support is our power!. **Crying is not Enough will be available on Monday, June 18th.**:
We are really sorry for the frustration and we need to apologize for the delay.
We wanted to be sure before we answer to your questions. The problem that occurred, led us to delay further the game, but finally it has been resolved just after midnight.
So, Crying is not Enough will be available on Monday, June 18th.

We are frustrated with ourselves and we want to say a big apology to you all. Your support is our power right now!

So, see you on Monday!. **Regarding Crying is not Enough and future plans**:
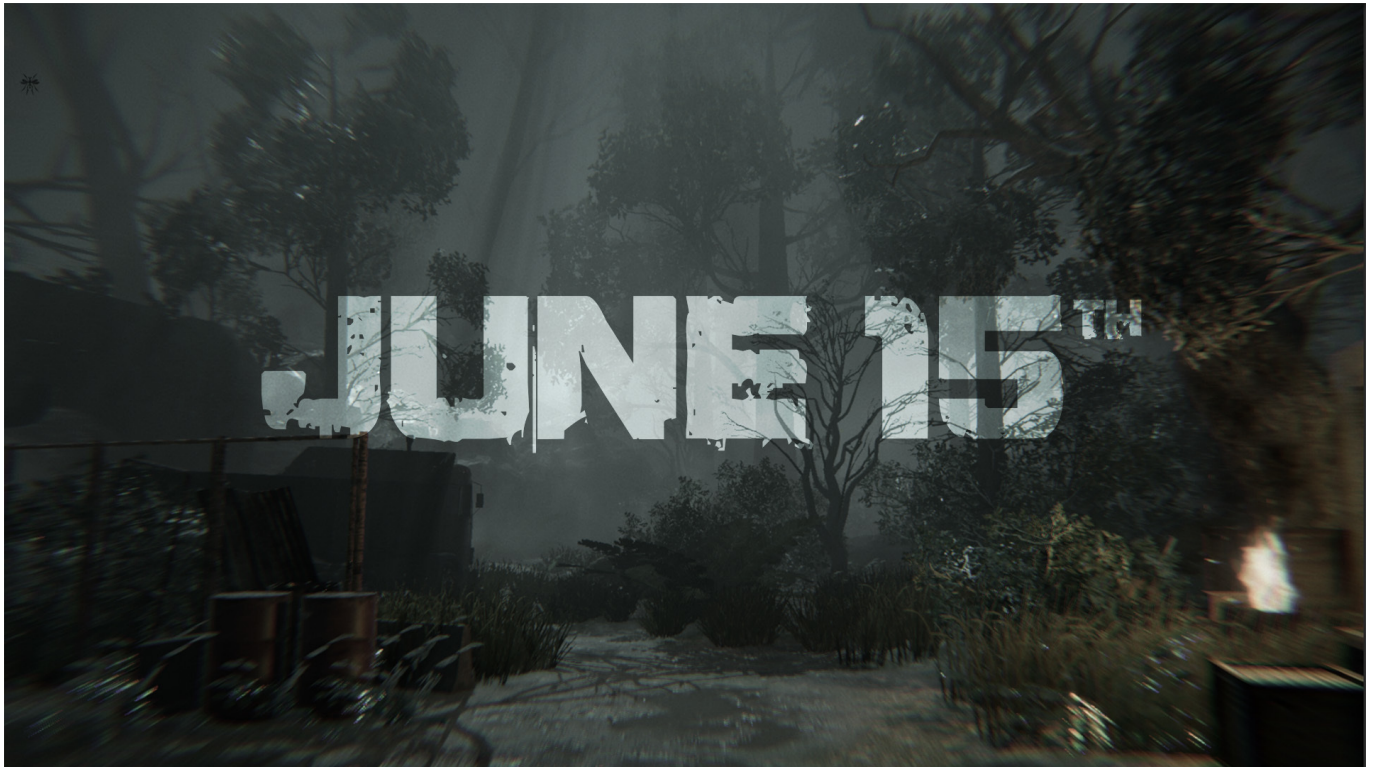
Crying in not enough is only a few days away!

So, we decided to snap at the chance and make some announcements about the game. We'll mainly answer questions you made.

Let's start by answering the most frequent question regarding the price.

Crying is not enough will cost $19.99

This price includes the main game, as well as all the future updates and a DLC, which you can download totally free later in 2018.

Console ports will come later in 2018 and are our top priority! We'll work all summer long in order to get it done. It's a time-consuming and complicated process, which, however, we'll manage to carry out.

As for your questions about Mac and Linux Editions, we can't be clear enough yet, but we can tell that we are working on it and soon we'll provide you more info.

Last but not least, the game duration! This is totally up to each player individually. We can finish it, as Developers, in 2 ½ hours using debugging tools (God mode), while other players, as testers, needed much more. Thus, we could say that the game includes a lot of hours of game play, but that depends on how a player can handle ammunition, health levels and be able to solve riddles quickly, as well.

We wish you the best and thank you for supporting us.

See y'all on June 15!

Storyline Team
. Crying is not Enough: Remastered **Update 1.1 - Map System**:

We are excited to announce that the Map is here, as we promised to our short term plans. You can access the Map by pressing "M". Note, that if you haven't collect the map you cannot zoom or pan the map. You only see a small area around you.
The Vsync option is added. You can find it on the option menu.
Also, a feature many of you asked, was the ability to remap the Movement keys. We implemented it! You can remap them at any time during the game.
Also the Checkpoint system is now complete.

Below is a detailed list:

- Map System. By pressing "M" you can access the map. Note that if you havent collect the map you cannot zoom, pan. You only see a small area around you.

- Movement keys Remap

- Fixed an issue where in some rare cases on the Prison level you land on the top of the elevator.

- Fixed an issue where in some controllers, the invert operation wasn't functioning.

- Added the VSync option.

We would like to thank each and everyone of you for your feedback!

. **Crying is not Enough is finally available!**:
Crying is not Enough is finally available! It took us five years.. Five beautiful, yet hard years with bumps and turn backs. But now it's here!
Thank you so much for your tremendous support.

We will be here to listen to your feedback.. **Massive Update**:

**Hello C.I.N.E fans.**

First of all, we would like to thank you for your support and your patience as we prepared the Re-Release patch. Just to let you know, we have been working very hard behind the scenes spending extra care in optimizing the game to ensure an awesome experience for you all.

At this point, we would like to thank all of our testers, who tirelessly tested the game and gave us valuable feedback.
In the beginning, we had two choices. One was to release small updates to fix one issue at a time and the other one was to gather all the feedback that we got and export the mentioned issues and create a huge update that takes time to implement.

We split the production of this big update in two phases. First fixing the bugs and the soft locks and secondly adding new content to improve the user experience.

We redesigned the aiming system, the controller movement, and the enemies' behavior. We also redesigned a lot of the UI stuff, removed lots of loading screens and improved the remaining ones. The cut scenes have been remastered and a "Skip cinematic" option has been implemented, new sounds and textures have been added and lots of more.
During a lot of changes to the core code, we had to redesign the Save System to prevent mentioned bugs from happening again.

**Future Plans**

•We are already working on Claire's playthrough as she struggled to stay alive and unfold the story from her side trying to achieve her goals.
•In our future plans, is the New Game plus which will depend on how many gold coins you have collected. This new mode will also contain new weapons and enemies. So keep the gold coins in your inventory...

**Short term Plans**

•Alternative Ending
•New guns (Magnum, Flamethrower and more)
•Map
•Checkpoint system

•New game plus
•New enemies

There is also a surprise for you all after the game ending that works as an indicator of our next plans…

## PS4 – Xbox One Port
Now that the game is finished, we will also start working on the console ports. That includes both PS4 and Xbox One, but we are also considering the possibility of a Nintendo Switch version too.

*Below there is a detailed list of the changes*

## Fixes:
● Camera control fixed
● Objectives added
● Tutorials added
● Added interaction indicator to improve the user experience to the pickup items
● Player movement redesigned
● Clipping issues fixed
● Optimization - Improved the general performance
● Sound de-sync on cinematics fixed
● UI elements are now fully visible in all resolutions
● Fixed an issue where the resolution changes automatically to the native desktop resolution
● Never-ending loading at some levels is now fixed
● Fixed AI issues where enemies were passing through objects
● Fixed the issue where the player randomly stopped running (Did you press it twice)
● Fixed issue with the Keypad was only activated once
● Fixed several sound de-syncs where you could pause the game and the sound was totally out of sync
● Fixed issue where you could alt-tab and sound were totally out of sync
● Fixed performance issue when you have multiple enemies on sight
● Fixed issue where ESC would not pause the cinematic
● Fixed issue where levels were taking too long to load
● Skip cinematic added
● Fixed issue where some sounds weren't behaving on the Master volume
● Fixed issue when the player was hurt and you heal but the movement stayed as you were hurt and you couldn't run
● Fixed issue where the player could go inside objects
● Fixed weapons equip
● Fixed an issue where you are able to pick up multiple shotgun pellets in the clinic facility
● Fixed an aiming issue where the player was looking at the side
● Added the ability to access the key binding menu inside the game
● Added smooth transition to the aiming camera mode
● Fixed the soft lock at the Ripper's room
● Fixed subtitles matching with what the audio plays
● Fixed the subtitles de-sync
● Fixed the soft lock on the Snitch puzzle
● Fixed an issue where some items can be collected multiple times
● Fixed issue where in some areas the FPS was dropping dramatically
● Fixed an issue where some items can't be collected at all after revisiting the scene
● Fixed the x99 Broken Radio issue

- Fixed issue with the First level Card that reveals the access code
- Fixed Depth of field not working properly
- Fixed FOV when the player aims and increase it when he moves
- Fixed serialization issues regarding the enemy spawn system
- Fixed random crashes when you tried to change the level
- Replaced the logo splash screen
- Fixed an issue where you can still hear the beep sound after the helicopter crash scene
- Fixed English spelling errors
- Added ease in and out to the weapons crosshair
- Fixed issue where some of the voices were too low
- Fixed issue where aiming a gun seemed off at times
- Fixed issue where Third person camera zooms out randomly
- Fixed an issue where the camera can see inside the player's mesh
- Fixed issue that some key Notes were missing and the story had some missing pieces
- Ambient sound zones added
- Fixed the camera transition to the aim mode during the first enemy encounter
- Fixed issues where the player falls to the world
- Fixed issues with some items weren't disappearing correctly and were floating in the air
- Fixed issue with the navigation in some Puzzles
- Fixed issue with the creepy doll just appear and doesn't do anything
- Fixed the overall economy for bullets, syringes, and coins
- Added breakable crates with loot
- Fixed issue with the ESC when you are at the numeric puzzle
- Fixed issue where you could press twice on a puzzle after you solved it
- Area of Effect increased for the Radio
- The bomber can now explode when you use the radio on him for too long
- Fixed dolls not infecting you with radiation when they hit you at times
- Fixed issue where you charge you Radio with a battery and when you proceed to the next level causes to lose the charge.
- Fixed issue where the ESC UI came on top of the Recommended Save UI causing the game to soft lock
- Fixed the issue of the Recommended Save wasn't disappear after you pressed "Yes"
- Fixed an issue where the controls are still working during some cut scenes
- Fixed issue where some interactions didn't have a sound effect
- Fixed sound effects on Snitch Puzzle
- Fixed the bug where you can only access once the Keypad on the Prison door
- Fixed an issue where the cut scene bars won't scale to the proper resolution or didn't show at all
- Fixed an issue that player didn't get the Sleepy Hollow achievement
- Fixed and implemented the real purpose of the Ripper in the game
- Fixed the issue where the Cemetery puzzle won't play again after one wrong attempt causing the game to soft lock
- Fixed an issue where the Cemetery puzzle won't play again after you leave the scene
- Fixes an issue where a hidden collider prevents you from entering the Asylum from the Cemetery door
- Fixed issue where some enemies were heard when they weren't supposed to.
- Fixed issue where enemies chasing through walls
- Fixed issue where enemies were still chasing you when you were on a Cinematic and killed you
- Fixed issue where fighting the Ripper Boss may cause falling to the world
- Fixed issue where Claire gives the Radio but the UI won't update
- Fixed issue where randomly you were unable to use save points
- Fixed an issue where the game freezes after pressing Continue from Last Save
- Changed location of the fuse
- Fixed an issue where Continue from last save causes black screen until loading is completed.
- Fixed an issue where entering the Ripper room or Pyrro cine while reloading, causes weapons to lock.
- Fixed issue where backtrack was boring

●Fixed issue where in some cases you weren't able to save your
 progress
●Fixed various controller compatibility issues
●Fixed various graphics, sound, textures issues
●Various bug fixes and improvements

. **Update 1.02 - Patch Notes**:
Another milestone conquered! We want to leave behind the bad start that we made and focus on bigger and better things!

Today's patch introduces some minor adjustements and fixes to the game's mechanics. A "Continue" option has been added to the main menu to load easly and fast your last save.
The map is almost ready for all the levels but we need to do more testing, this will be introduced in the near future.
Last, we unlocked the framerate. Now you can enjoy C.I.N.E even better with unlocked FPS

Thank you so much for your support!
The Storyline Team

Full patch notes are below:

-----------------------------------------------

Patch notes 04/22/2019

- "Continue" option added to the main menu for faster load to your last save.
- Fixed an issue causing a softlock at the Mine area elevator
- Fixed an issue with the Radio Communication Tower puzzle where if you press ESC (pause menu) you couldn't gain control of your mouse.
- Fixed an issue with the Cemetery food chain puzzle where if you press ESC you couldn't gain control of your mouse.
- We unlocked the FPS
- We disabled DoF and Motion Blur by default. Both are enable on cut scenes.
- Fixed some minor sound issues where some sounds where too loud and some other where too low.
- Fixed the Radio tutorial input. The default is Q, of course you can remap it in the option menu.
- Fixed an issue in the first enemy encounter cutscene where the camera was at the last position you've entered the cutscene.

Hope you have a great week!. **Announcement about Crying is not Enough**:
Due to a serious technical issue that emerged, we are forced to delay the release of Crying is Not Enough for a week on Friday, June 15th.

We want to thank you in advance for your patience, but most of all thank you for your support, without which nothing would be possible.

Over the next few days we will announce more things about our future plans regarding Crying is Not Enough.
Stay tuned

Storyline Team

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