
KeysIn1 Download] [addons]



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About This Software

Someone may be confused about name \neg ($\neg \nabla \neg$) \neg ,
Split it: Keys In 1, Emmm.. 99 in 1 ($\neg \omega \neg$), got it?

As the name implies, KeysIn1 is a software that can collect all softwares' hotkeys. When you using PS, Word, Unity or other softwares, is there any time to use a feature but spent a lot of time looking for where is it? Finally it's just a simple hotkey to get it. (I often encountered during development... $\neg \nabla \neg$) \neg ($\neg \nabla \neg$).

Here, you can define your own hotkeys to display, from the mainstream to the niche softwares, as long as you want to do, it will be done ($\sim \sim \nabla \sim$) \sim .

Of course, if you find it troublesome, you can download other people's products ($\ast / \omega \backslash \ast$) from Workshop. And if you have also made an awesome set of hotkeys, you can also share it in the Workshop.

In the process of using, found any bugs, or have any suggestions, you can contact me via the Steam Community.

Title: KeysIn1
Genre: Utilities
Developer:
Yui-HG
Publisher:
Yui-HG
Release Date: 9 Mar, 2018

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Minimum:

OS: Windows 7 32 bit

Processor: 1.0 GHz

Memory: 1 GB RAM

Graphics: DirectX 9.0 Compatible

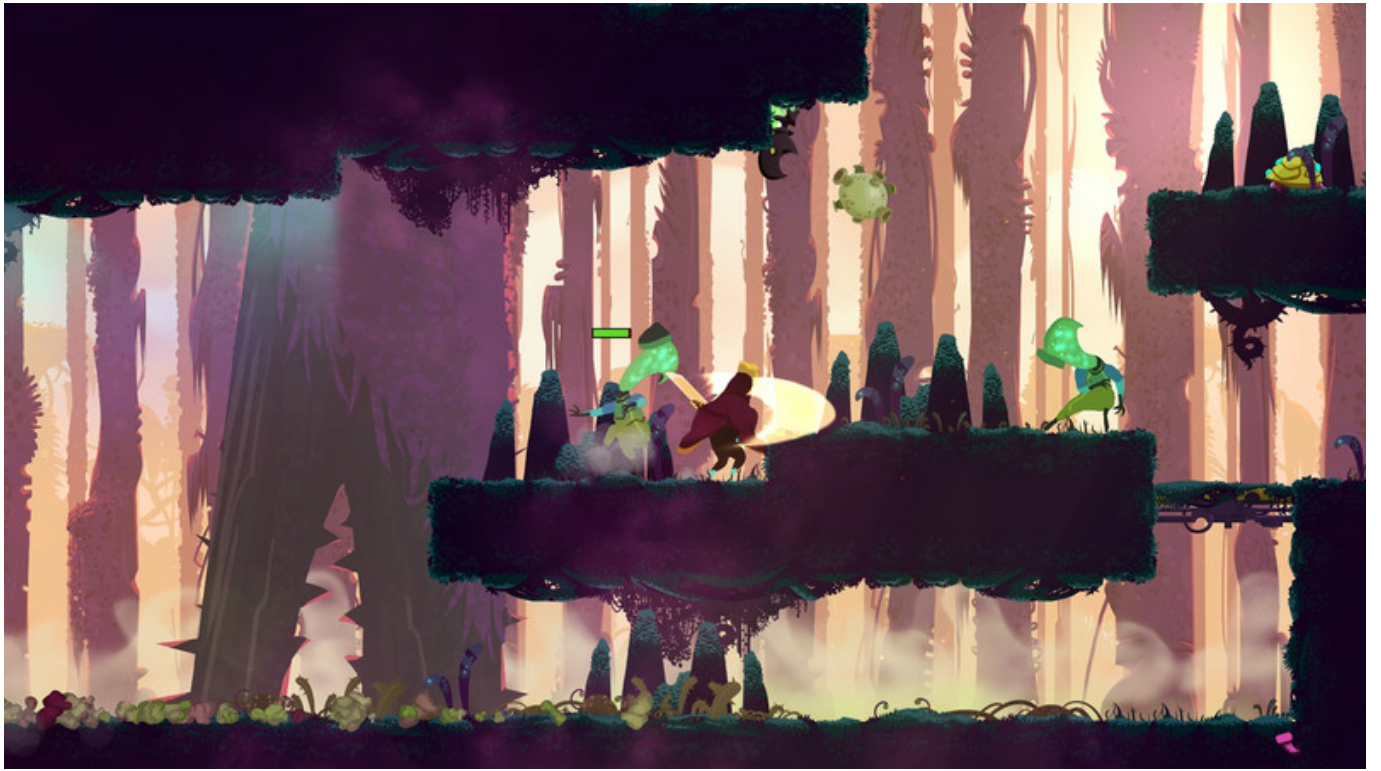
DirectX: Version 9.0

Network: Broadband Internet connection

Storage: 100 MB available space

Sound Card: DirectX 9.0 Compatible Sound

English,Simplified Chinese,Traditional Chinese,Japanese





Fantasy Grounds

London

A man with long white hair and silver pupilless eyes steps onto a balcony overlooking the courtyard. He is dressed in a white robes. "Welcome to Granite's End," the man says. His voice is smooth and melodious, but commands respect and reverberates off the prison walls. "I am Zarial, and hopefully you will never see me again. If you do, it is very bad for you. Not that life at Granite's End is pleasant under any conditions. You are here to be punished, and more importantly, you are here because you are too dangerous to be any place else.

Zarial:
 "As you may have surmised, I am the Warden at Granite's End. Rest assured I know ever thing that happens here." A few of the inmates snicker, causing Zarial to pause. "Do you find something amusing?" His eyes seem to look at everyone and no one at once. "Do you find something amusing Norbert, or..." Zarial sneers, "Blackdog as you call yourself. Norbert who was committed to this institution after murdering Regland the Blacksmith and his wife. Convicted only after getting away with several other crimes."

London:
 "It's quite the place you've got here. Did you decorate all by yourself?"

CM

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 Modifier

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ENTERING THE PRISON

Assuming the player character enters Granite's End as an inmate, she is brought to the island by boat. Because trips are infrequent, she is berthed with other future inmates. This may be a good opportunity to instill some basic information about Granite's End as another prisoner strikes up a conversation with the PC.

Once she reaches land, the PC is transferred to the local guard, brought through the first gate to the check-in station. Here an elite guard searches the player thoroughly (taking 20 on her Spot check, so the player must beat a DC 31 Sleight of Hand check to sneak in any items. The guard then uses her wand of detect magic, summoning Zarial if any auras are presents.

After the prisoner is guaranteed safe, she is led to the courtyard between gates. Here she waits with other assembled prisoners until all of the day's arrivals have been processed (and often longer to accommodate Zarial's schedule). When they have waited long enough, Zarial enters.

Image - Welcome to Granite's End

A man with long white hair and silver pupilless eyes steps onto a balcony overlooking the courtyard. He is dressed in a white robes. "Welcome to Granite's End," the man says. His voice is smooth and melodious, but commands respect and reverberates off the prison walls. "I am Zarial, and hopefully you will never see me again. If you do, it is very bad for you. Not that life at Granite's End is pleasant under any conditions. You are here to be punished, and more importantly, you are here because you are too dangerous to be any place else.

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- V3. Ant Hill Entrance (EL 4)
- V4. Hall of Fire and Ice (EL 7)
- V5. The Trapped Hallway (EL 8)
- V6. The False Sword (EL 8)
- V7. The Pit (EL 9)

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