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Hakko Monitouch V SFT v5.4.. [FULL Version] 288 V-SFT hardware documentation. 6. Program: V-SFT. v5.4. For any program that comes with MONITOUCH V, V-SFT V5.1.0.0 is active. MONITOUCH V series overview. 18:00 - 18:30.. Refactoring of cnc program. Refactoring of Monitouch V series. 22:00 - 22:30. V-SFT hardware documentation. 3. Programming methods. Specification of V-SFT.Source: Electronic Arts Recently, a group of Motherboard writers, editors, and developers met to discuss the state of video game journalism. Naturally, we discussed the problems journalists face when covering games. Unfortunately, the conversation often devolved into one of blame. Because of this, I decided to take action. I made a list of the biggest problems I have seen and the solutions I have personally sought in the course of doing game reporting. Today, I would like to put forth my own vision for fixing the video game journalism industry as it is now. By no means is this a thorough, all-encompassing list. I have simply chosen the aspects of reporting video games that I find most problematic and list my own suggestions for addressing those issues. 1. Most people are not capable of building a compelling narrative This problem isn't specific to video games, but it does appear more so. It is one of the things that frustrates me most about watching mainstream journalists. Many struggle to make a narrative out of a game, despite the complexity of what we are reporting on. They may write about the characters or setting to a certain extent, but they don't bother to do as much as to poke holes or explore them in as much depth as I want to see. I'm all for deconstructions, but I feel like there should be more backstories, more life to a story. And as much as I enjoy the writing that comes with presentation of minutiae and statistics, it should also be on the part of the journalist. For example, if you can tell me that the lead character was one of the most popular characters in the game's initial design phase, that is helpful and interesting information. But if I'm reporting on a game like Titanfall 2, I

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