

---

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!  
Posted by [Zion](#) on Fri, 14 Sep 2007 07:42:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Buildings are the same, and so are the vehicle models.

Basically, the main update was new textures and new shaders. All vehicles, weapons and characters have been bump mapped and buildings have been normal mapped.

A few new maps and models (Mobile Gap Generator, Gap Generator), yeah...

In version 1.0 everything will have been remade. From the last polygon of a map to the emitters in buildings, everything is getting redone.

---