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Subject: Re: MPF banning players for being extremely good at a 11 year old game  
Posted by [Aircraftkiller](#) on Mon, 10 Jun 2013 04:34:40 GMT  
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Bazil wrote on Sun, 09 June 2013 23:45i wonder has the APB's player count ever reached 75? except for the first days of release

When I still ran the project (2003-2006), releases regularly had full servers. I distinctly recall having two 50 player servers at one point and having to wait to get into both of them for quite a while.

I played Reborn and tried to give it a fair chance, but I really didn't enjoy it. It didn't feel like TS at all. Tossing in TS units (which really don't look all that great considering the way they've been animated) into a big sandy map doesn't scream TS to me. The biggest thing missing was fun. It really just isn't fun at all. It feels like a chore, like I'm forcing myself to keep playing it instead of wanting to enjoy what I'm playing.

I uninstalled it two days after release and haven't really considered putting it back. As I've said in the server, it felt like a pre-alpha. Lots of bugs with graphics, such as Umagon being completely unlit. She looks like she was painted with MS Paint. There's like no skin detail that I could see. She was half-burqa and half generic-yellowish-tan color. Stretched out textures are a frequent issue with the maps. The textures look muddy and undetailed quite frequently, and I still see a lot of Renegade textures for all the crowing about it being a "game". It's obviously still a mod, and one that will hopefully get a lot more work put into it.

I think my #1 issue with it is the lack of TS atmosphere. The environment of Earth at that point is choking noxious fumes with dying vegetation and few livable outdoor spaces. The sun is always covered by clouds and there's a dank fog everywhere. In Reborn, it's the opposite. It's very bright, there's no discernable atmosphere and the fog is non-existent from the several maps I played. It just looked like a Renegade mod with some new units added to it, and a lot of maps with detail added in places players rarely go (Tiberium stuff underneath bridges, for example) with bare mountain tunnels and a huge amount of Renegade's grating texture all over the floor. I'd like to figure out how my very heavy vehicle is capable of driving over gratings that are 25 feet wide and over 500 feet long, with absolutely nothing supporting the grating except for a trench underneath it.

These issues bug me. I'm sure someone else would find better things to complain about, but I hate seeing maps being developed like this when there's so many better examples of how to create modern game levels. You can't call yourself a game and then not hold yourself up to industry standards. Posting this stuff at Polycount would get it ripped apart.

I'd like to see them succeed. I just hope the attitude improves. I played incognito several times and voiced concerns in-game only to be called an idiot by Chronojam, and had people tell me that I don't know anything about games. I'd beg to differ considering my degree field and the fact that I make video games for the US Army for a living. If Reborn can take criticism and improve from what's been critiqued, I imagine they'll do well - assuming the player base ever sticks with it. This game (Renegade) is essentially dead. I have more people online right now in my fleet in Star Trek Online than Reborn has in all of their servers combined. Renegade's essentially unknown to over

98% of video gamers and the ones that do play probably don't care about mods for it.

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