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Subject: Re: MPF banning players for being extremely good at a 11 year old game  
Posted by [Aircraftkiller](#) on Fri, 14 Jun 2013 22:40:44 GMT

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There's nothing inherently fun about Renegade's engine and the bad graphics, though. To be totally blunt, both APB and Reborn look marginally worse than Renegade. The models in Renegade may not be the most detailed, but their textures make up for it with baked-in lighting and a consistent art style. APB/Reborn models have a ton of polygonal detail but the look of the mods is worse in comparison to Renegade.

Renegade looks good for what it is, a moderate amount of detail packed into tight spaces. APB/Reborn look bad in comparison because they've got sparse detail spread across massive maps. That also engenders the issues with gameplay being repetitive, boring, and honestly kind of shallow. Renegade wasn't much better, but at least you don't have to wait five minutes between battles while you trek across a gigantic map and hope for the best. Of course, City\Flying has this same issue but to a lesser extent.

Another \*real\* problem with APB is the fanbase. As Agent Gibson (The guy who founded the mod with me and L3f7H4nd3d) said back in 2004, paraphrased: "All that's left of this mod is the lunatic fringe. There's no reason to develop for it anymore. I'd rather work on something modern without the weirdos that devote their life to a single game."

You can see this in APB's fanbase. Quite a few of them are just downright strange people. The developers are generally pretty good, but the fans are fucking crazy. Look at this thread as an example:

Alucard, on 11 Jun 2013 - 23:34, said:

and you're making me physically cry right now because of your treatment to me which is outright cyber bullying.

When the caliber of your forum-goers is people like that, and a clique-like atmosphere permeating the place, no amount of advertising is going to make people want to play. It's a toxic environment. People can go play free games that don't:

- 1) Have a toxic community
- 2) Have bad graphics
- 3) Have bad gameplay

I'd love to see them dig out of this. The projects they're doing have potential, but they're not going to live up to that potential if they don't actively work on it. Reborn's dropped to 7 players, by the way. I'd be pretty sad/pissed if I spent 10 years on a mod, only to see it flounder a week or two after release.

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