
Subject: Re: MPF banning players for being extremely good at a 11 year old game
Posted by [Renardin6](#) on Thu, 20 Jun 2013 13:38:42 GMT

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Aircraftkiller wrote on Sat, 15 June 2013 00:40: 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.

Well, I agree with what you said and most of the models I textured for Reborn recently were done to be used on w3d and something else in the future (if that happens, it might be without me). I had

fun to work on this during 10 years, I learnt a ton of stuff and I really enjoyed to work on the mod. I am still doing it btw. The fan base for C&C Fps is small and I don't see it grow anyway. I can deal with that. I am not sad at all, I am quite proud of the work done. It was a nice experience. And I hope the few that played and will play it will enjoy it as much as I do.
