
Subject: Re: MPF banning players for being extremely good at a 11 year old game
Posted by [Aircraftkiller](#) on Sun, 23 Jun 2013 04:04:16 GMT

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Pyryle wrote on Sat, 22 June 2013 23:33

What is your opinion on Renegade X? I never really got to play it myself.

RenegadeX is shit. At least as far as I'm concerned. It holds the dubious distinction of being the only program I've installed that has blue-screened Windows 7.

Pyryle wrote on Sat, 22 June 2013 23:33 And you do have a point that sitting on TS with the same group of people all day will not draw in more people, much like how a close-knit community would act rather hostile to outsiders, which is pretty much what has been going on most of my days joining the TS to be quite honest.

Color me shocked. I'm not used to rational replies to anyone challenging the Internet clique mentality. You're earning a lot of respect from me with that attitude.

Pyryle wrote on Sat, 22 June 2013 23:33

I guess you can count me as part of the dwindling playerbase. I just started fundamental nursing classes here which for sure will take up more of my time and effort compared to helping in the development of a free game. It's not to say however that I'm going AWOL on the team, though.

It's a simple fact of gaming: People play what's fun. Even if they don't have a lot of time, they'll make the time to play something they enjoy. APB is not fun. It hasn't been fun for years. Consequently, the players have disappeared. When I still ran the project, it was certainly bug-ridden and not as "polished" as you could call it now, but it had players. The release of 9934 (IIRC? Version numbers escape me 9 years later) had two full 32+ player servers. My shitty old GeForce 4600 could barely handle it. I had to wait to join because there was a queue. Every time someone dropped someone else would hop back in and keep both servers full. Contrast that with today's APB.

Pyryle wrote on Sat, 22 June 2013 23:33

Yeah, I do agree that alucard is rather hard-headed in a discussion. As funny and unfortunate as it was, I am also disappointed in him for losing his shit by that much.

He accused me of hacking into his account a couple of years ago. I don't remember why but it was some dumb bullshit he fabricated in his head. Something like "HURRDURR U WERE ADMEN BEFORE SO U NO TEH PASW0RDZ 2 HAX0RZ MY ACOUENTS LOL"

PS: Don't mistake my disappointment in "BHP" with wanting them to be failures. I worked on APB and kept it alive for a long time. If I didn't pick up the project after Agent Gibson quit, it would've faded into obscurity and you likely wouldn't be here. I'd like to see it succeed, but it hasn't really done well for a very long time. It's time to move this thing to a modern game engine instead of trying to mod something on life support.
