
Subject: Bunch of HQ APB screens
Posted by [zunnie](#) on Sun, 04 Feb 2007 20:26:57 GMT
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<http://www.game-maps.net/zunnie/apb/screens/>

Uploaded them for reference in a torrent i uploaded earlier..
Thought i would share them here as well

You can download the game here btw:
<http://www.game-maps.net/?action=file&id=359>

Subject: Re: Bunch of HQ APB screens
Posted by [m1a1_abrams](#) on Sun, 04 Feb 2007 20:40:40 GMT
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Wow, those screenshots look really nice. Maybe it is the way you've set up the shots, but they make the graphics look a lot better than they feel actually playing the mod. They would make really good publicity images.

Subject: Re: Bunch of HQ APB screens
Posted by [zunnie](#) on Sun, 04 Feb 2007 20:44:41 GMT
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m1a1_abrams wrote on Sun, 04 February 2007 15:40Wow, those screenshots look really nice. Maybe it is the way you've set up the shots, but they make the graphics look a lot better than they feel actually playing the mod. They would make really good publicity images.

Most of the screenies there i did not make them myself, i think "The_Aces_of_Razgriz" took some of them and compiled a selection of "best screenshots" which i used now.

The graphical quality of APB have significantly increased since Jonwil and Saberhawk have introduced their Shaders and Anti-Aliasing and of course the people from the APB team that have been working on the textures themselves as well.

Possibly your graphics card does not support these options...
With them enabled the game looks great, actual competition to more recent game graphic quality.

Subject: Re: Bunch of HQ APB screens
Posted by [Aprime](#) on Sun, 04 Feb 2007 20:51:01 GMT
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Lacks Adaptive AA.

Subject: Re: Bunch of HQ APB screens
Posted by [Blazea58](#) on Mon, 05 Feb 2007 13:02:12 GMT
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Those pictures are truly awesome and actually give me a bit of inspiration to download it again. You captured some great scenery within the pictures you were going for and some look amazingly real.

On another note, how recent were the ingame ones taken, and how many people on average are playing right now, when does the server get fullest etc?

If there is still players I'll give it a download, I haven't played since the second release.

Subject: Re: Bunch of HQ APB screens
Posted by [reborn](#) on Mon, 05 Feb 2007 15:53:45 GMT
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There's always a game going on.. Ranging from 6 people to 40 people on average I would guess.

Subject: Re: Bunch of HQ APB screens
Posted by [Jerad2142](#) on Mon, 05 Feb 2007 20:21:27 GMT
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Reborn wrote on Mon, 05 February 2007 08:53: There's always a game going on.. Ranging from 6 people to 40 people on average I would guess.
0 to 40 would be a bit more accurate, it kind of shuts down around 10 PM mountain time.

Subject: Re: Bunch of HQ APB screens
Posted by [Aprime](#) on Mon, 05 Feb 2007 20:37:34 GMT
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... Does not.

Shut up Jerad.

Subject: Re: Bunch of HQ APB screens
Posted by [Renx](#) on Tue, 06 Feb 2007 00:09:59 GMT
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The team colors on the vehicles is just a custom thing, right?

Subject: Re: Bunch of HQ APB screens

Posted by [SeargentSarg](#) on Tue, 06 Feb 2007 00:32:19 GMT

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Comrade wrote on Mon, 05 February 2007 14:37... Does not.

Shut up Jerad.

LOL!

Its also like his life to post random shit on the Mods forum. Lol, I never saw him post anywhere else..

But he shouldn't shutup unless he isn't doing anything productive.

Which he hasn't.. So either way, you aren't the one to shut it up, and he shouldn't shutup.

Subject: Re: Bunch of HQ APB screens

Posted by [Aprime](#) on Tue, 06 Feb 2007 04:11:09 GMT

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Durka durka durka.

Subject: Re: Bunch of HQ APB screens

Posted by [Jerad2142](#) on Tue, 06 Feb 2007 04:24:42 GMT

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Comrade wrote on Mon, 05 February 2007 21:11Durka durka durka.

....Ya, lets settle down just a bit.
