
Subject: Last night's APB test [56k no]
Posted by [Chronojam](#) on Mon, 11 Jun 2007 01:46:30 GMT
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Some of my favorites

Subject: Re: Last night's APB test [56k no]
Posted by [Viking](#) on Mon, 11 Jun 2007 01:55:48 GMT
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Looks cool, why is the FPS's so low?

Oh, god... I just saw that light post, and... OH MY EYES!! IT BURNS!! ITS SO HORRID!!! (I am willing to make a better one if you wish?)

[/EDIT]

Subject: Re: Last night's APB test [56k no]
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 11 Jun 2007 02:22:33 GMT
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Woah, things look a lot better now. I'm very impressed.

Nice kill script for the message box.

Subject: Re: Last night's APB test [56k no]
Posted by [Viking](#) on Mon, 11 Jun 2007 02:25:28 GMT
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Hey, thats cool! When you kill with a demo will it show a mushroom cloud?

Subject: Re: Last night's APB test [56k no]
Posted by [cmatt42](#) on Mon, 11 Jun 2007 03:01:33 GMT
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Viking wrote on Sun, 10 June 2007 20:55why is the FPS's so low?

Well, setting everything I could find to a high quality setting makes the game run slower. Anyway, those last two images were scaled down due to imageshack's 1MB limit. Here are full-size versions:

Subject: Re: Last night's APB test [56k no]
Posted by [nopol10](#) on Mon, 11 Jun 2007 03:33:22 GMT
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OMIGOD SO COOL!

The TT is awesome.

Subject: Re: Last night's APB test [56k no]
Posted by [Viking](#) on Mon, 11 Jun 2007 03:38:57 GMT
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My 8800 could handle everything on ultra-mega-super-high detail with 75(max my monitor can do) FPS (LCD sux for that)

Hey you set those tanks and stuff up like that.

1:There is 1 player in the game

2:The V2 has nobody driving it.

Subject: Re: Last night's APB test [56k no]
Posted by [PlastoJoe](#) on Mon, 11 Jun 2007 04:08:27 GMT
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LOVE the muzzle flash from that Mammoth in the first picture. That lighting is something else.

Subject: Re: Last night's APB test [56k no]
Posted by [Ryu](#) on Mon, 11 Jun 2007 05:37:00 GMT
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nopol10 wrote on Sun, 10 June 2007 22:33OMIGOD SO COOL!

The TT is awesome.

Sums it up for me.

Subject: Re: Last night's APB test [56k no]
Posted by [Viking](#) on Mon, 11 Jun 2007 06:10:15 GMT
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N00bstories has a 4MB file size limit.

Subject: Re: Last night's APB test [56k no]
Posted by [Jecht](#) on Mon, 11 Jun 2007 07:23:33 GMT
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Those are some purdy pictures right there.

Subject: Re: Last night's APB test [56k no]
Posted by [drunkill](#) on Mon, 11 Jun 2007 09:18:46 GMT
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V2's have drivers, that screenshot must have been set up in a lan game with only 1 player.

Yesterdays live chat session went well, here is the podcast for it:
<http://files.filefront.com/APB+AR+Podcast+Jun2007/;7750807;/fileinfo.html>

Here's a few more screens:

Subject: Re: Last night's APB test [56k no]
Posted by [sadukar09](#) on Mon, 11 Jun 2007 19:55:20 GMT
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v2's wheels look weird but SEXY!!! ME WANT!!!

Subject: Re: Last night's APB test [56k no]
Posted by [cmatt42](#) on Mon, 11 Jun 2007 20:53:04 GMT
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Viking wrote on Sun, 10 June 2007 23:38
Hey you set those tanks and stuff up like that.
1:There is 1 player in the game

2:The V2 has nobody driving it.
Yes, so what?

Subject: Re: Last night's APB test [56k no]
Posted by [trooprm02](#) on Mon, 11 Jun 2007 21:15:46 GMT
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wow, why does it look so much better than the version I have? I think i have like .995 or something from a while back, it was fully of bugs and uncomplete so I deleted the installer. This is like 200% improvement, Ill check it out

Subject: Re: Last night's APB test [56k no]
Posted by [YSLMuffins](#) on Mon, 11 Jun 2007 23:00:05 GMT
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That's simply amazing. It definitely feels like Red Alert to me!

Subject: Re: Last night's APB test [56k no]
Posted by [sadukar09](#) on Mon, 11 Jun 2007 23:56:23 GMT
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trooprm02 wrote on Mon, 11 June 2007 16:15wow, why does it look so much better than the version I have? I think i have like .995 or something from a while back, it was fully of bugs and uncomplete so I deleted the installer. This is like 200% improvement, Ill check it out

LOL it havent been .9940 YET

Subject: Re: Last night's APB test [56k no]
Posted by [Chronojam](#) on Tue, 12 Jun 2007 04:11:03 GMT
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Yes, it haven't been 994 yet.

The next version's just being called Beta.
