
Subject: APB BETA IS OFFICIALLY OUT!!!!
Posted by [sadukar09](#) on Fri, 14 Sep 2007 00:45:08 GMT
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<http://www.game-maps.net/?action=file&id=359>
GET IT NOW!!!

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [Speedy059](#) on Fri, 14 Sep 2007 01:46:21 GMT
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Here's a mirror:
<http://dmehosting.com/Downloads/APB/apbbetafinal.exe>

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [Sn1per74*](#) on Fri, 14 Sep 2007 02:19:59 GMT
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What's the difference between this and the conversion for Renegade besides that you don't need Renegade to run it?

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [slavik262](#) on Fri, 14 Sep 2007 02:26:46 GMT
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This is the completely new version. Almost everything has been reworked. Weapons, models, vehicles, buildings, infantry, everything. Completely changes the game. Also includes new tech. such as bumpmapping and shaders like crazy. Completely different from the old version. Get it.

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [_SSnipe_](#) on Fri, 14 Sep 2007 06:46:08 GMT
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cant wait to try it now all we got to do is wait for reborn -_-

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [Zion](#) on Fri, 14 Sep 2007 07:42:11 GMT
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Buildings are the same, and so are the vehicle models.

Basically, the main update was new textures and new shaders. All vehicles, weapons and characters have been bump mapped and buildings have been normal mapped.

A few new maps and models (Mobile Gap Generator, Gap Generator), yeah...

In version 1.0 everything will have been remade. From the last polygon of a map to the emitters in buildings, everything is getting redone.

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [Ryu](#) on Fri, 14 Sep 2007 08:22:50 GMT
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I wake up to this? YAY!!

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [jonwil](#) on Fri, 14 Sep 2007 08:33:21 GMT
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All vehicles and 1 or 2 other things have been normal mapped and had shaders applied. There is also a fancy new shader for the gap/stealth effect. A bunch of vehicles are either new or have new textures/models. Lots of new/updated weapons and infantry too.

All the purchase icons are new and there is a LOT of interface and gameplay type changes like the sidebar.

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [Chuck Norris](#) on Fri, 14 Sep 2007 09:39:30 GMT
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Great release, but am I the only one it's a little buggy for? Crashes to the desktop more than anything, and it's always when it goes to load a map. I did just install scripts 3.4.4 so that may be it, as I haven't tried Renegade yet, but it was fine with 3.4.3 before that. What's bad is it seems to have a 33% chance of happening too.

There's other small tidbits I noticed (the image for the thing you killed or destroyed gets shown one a half times), and some changes I dislike (all buildings are white when you target them?), but despite these things, from what I've tried so far, it is an improvement.

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [IronWarrior](#) on Fri, 14 Sep 2007 11:47:43 GMT

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Well.. I've haven't had any happy games with it, it's seems to be made of lag and my fps can't keep still, kinda noticed my fps hitting the 60s with it, which never happend before in the old version, but it's dropping down to 6 then all over the place.

Must be the shaders doing that, gonna disable them or remove them if I've can find where to turn them off.

The installer didn't have an option not to install that.

New tanks like the phase tank, looks fun.

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [Renx](#) on Fri, 14 Sep 2007 12:42:00 GMT
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Phase tank is old

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [PlastoJoe](#) on Fri, 14 Sep 2007 14:12:35 GMT
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Hmm...can't seem to get it to run. I just installed DirectX 10, but it keeps telling me that I have to upgrade again.

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [Blazer](#) on Fri, 14 Sep 2007 15:19:45 GMT
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I dunno if its my surround sound or what, but the gun sounds seemed very loud (louder than normal), and some seemed to be global sounds instead of 3D sounds (I would hear super loud firing but the person doing it was halfway across the map). I know its a beta so not complaining, just wondering if anyone else experienced the same thing.

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [DutchNeon](#) on Fri, 14 Sep 2007 15:54:06 GMT
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Bleh, Each time i join, like i have to wait 30 secs till my Fps finally go's from 0 (or just known as freezed screen) to get a decent fps. Next thing, i got the same with the sounds, they dont sound 3D, and some sounds arent rilly corrected, like when 1 gun shot almost is done with playing its sound then a new 1 alrdy starts before the last gun sound ended. >_> and it seems that i get that Jezus thing each time i buy new characters and sidebar is annoying (Misses the 1-9 keys) + sometimes the textures will load slowly on join, causing me to have disco A Path Beyond .

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [IronWarrior](#) on Fri, 14 Sep 2007 16:14:05 GMT
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PlastoJoe wrote on Fri, 14 September 2007 09:12Hmm...can't seem to get it to run. I just installed DirectX 10, but it keeps telling me that I have to upgrade again.

It tells that to everyone, just ignore it.

Carry on installing.

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [PlastoJoe](#) on Fri, 14 Sep 2007 16:16:14 GMT
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Well, I've already installed it. Now when I try to use the desktop shortcut, the screen goes black like it's loading APB, and a message comes up saying I need the latest version. I click "OK" and the application closes.

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [IronWarrior](#) on Fri, 14 Sep 2007 17:40:13 GMT
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PlastoJoe wrote on Fri, 14 September 2007 11:16Well, I've already installed it. Now when I try to use the desktop shortcut, the screen goes black like it's loading APB, and a message comes up saying I need the latest version. I click "OK" and the application closes.

I've have the newest DX installed, which is DX 9.0c, and the installer said, I'll needed to update...

Am guessing you might have to un-install the DX software, re-install it, then re-install the game, but this time, don't install the DX when it asks you too.

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [DutchNeon](#) on Fri, 14 Sep 2007 18:16:39 GMT
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Uninstalled it, not that the game is bad, but due some reason my hole pc freezes after each new map (so join during a map = Plays fine, game end, new map starts, and when im soldier and see myself the hole game freezes, but due some reason i cant alt tab etc). Will install it again if some1 else got the same issue and when its fixed as its rllly annoying to reboot your pc each map.

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [PlastoJoe](#) on Fri, 14 Sep 2007 18:21:38 GMT
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IronWarrior wrote on Fri, 14 September 2007 12:40PlastoJoe wrote on Fri, 14 September 2007 11:16Well, I've already installed it. Now when I try to use the desktop shortcut, the screen goes black like it's loading APB, and a message comes up saying I need the latest version. I click "OK" and the application closes.

I've have the newest DX installed, which is DX 9.0c, and the installer said, I'll needed to update...

Am guessing you might have to un-install the DX software, re-install it, then re-install the game, but this time, don't install the DX when it asks you too.
Bleh. That's a lot of trouble to go through. I guess I'll try it anyway though.

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [Ryan3k](#) on Fri, 14 Sep 2007 18:28:20 GMT
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I designed a new manual for this release. It's in HTML form.

DOWNLOAD IT HERE!

It's .rar'ed up, so get WinRAR if you can't extract the files. Click on manual.html to, you know, see the manual.

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [Zion](#) on Fri, 14 Sep 2007 19:17:58 GMT
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Didn't it come in the installer or did you update that one?

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [PlastoJoe](#) on Fri, 14 Sep 2007 19:24:39 GMT
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Actually, there is one thing I left out that probably makes a huge difference.

When I try to open the game, the configuration window pops up first. I leave everything as it is and click ok. THEN the screen goes black like it's loading and the message pops up.

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [Ryan3k](#) on Fri, 14 Sep 2007 19:43:55 GMT
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The Merovingian wrote on Fri, 14 September 2007 14:17: Didn't it come in the installer or did you update that one?

Well, the one in the installer has some typos that were updated and fixed in the version I just posted. Plus the new version is only 3 MB.

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [havoc9826](#) on Fri, 14 Sep 2007 21:18:47 GMT
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New version still says that the Tesla Tank's armor is weaker than the V2's, but it's not

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [trooprm02](#) on Sat, 15 Sep 2007 04:03:43 GMT
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Played it, its intresting but VERY weird at the same time, the whole cnc95 pt thing is cool but...you can't buy shit all with numbers because everything is 0. Much better than the last time I checked this mod out, still needs work tho

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [cmatt42](#) on Sat, 15 Sep 2007 14:45:05 GMT
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trooprm02 wrote on Fri, 14 September 2007 23:03: you can't buy shit all with numbers because everything is 0.

Do you actually believe the nonsense you say? 1-4 is the items on the left, 5-8 are the items on the right, 9 scrolls up in the list, 0 down in the list, - scrolls to the top of the list, + to the bottom.

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [trooprm02](#) on Sun, 16 Sep 2007 13:46:55 GMT

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Ok, well why not put the numbers in that little box? Because I went to the PT, pressed E-5, nothing, then I realized the zero's, thats what I mean, its been switched up and it needs work

Subject: Re: APB BETA IS OFFICIALLY OUT!!!!
Posted by [cmatt42](#) on Sun, 16 Sep 2007 16:12:06 GMT
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trooprm02 wrote on Sun, 16 September 2007 08:46Ok, well why not put the numbers in that little box? Because I went to the PT, pressed E-5, nothing, then I realized the zero's, thats what I mean, its been switched up and it needs work
Because the way I explained it is concrete and the only work it needs is to be a bit faster and an implementation to scroll with the scroll wheel.
