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Subject: APB updates

Posted by [Chronojam](#) on Fri, 16 Jun 2006 16:51:51 GMT

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Been kinda lazy about posting here, but there's people who only check here so perhaps it's time to remember Renforums => We already mentioned Classic Zama. If you've got APB, get this map.

First of all, yes, the whole Reborn + APB merger thing is working fine and despite a little tension left over from before the merger even happened, things are progressing for each mod. The Reborn forums are being locked this weekend, and all posts will now be featured on the combined APB + Reborn forums-- basically the RA forums but with Reborn stuff too, and a slick Reborn-themed skin. It's actually a fresh install of the newer IPB software and security updates, with all the APB stuff imported. Still trying to decide what to do with the Reborn database, had some trouble getting ahold of it due to some server errors; we'll probably now just ditch the old Reborn member list before we import everything, to avoid member account conflicts.

Next, a while ago VenomPawz finished the texture on the Allies' Beretta. These handguns will be replacing the old pistols that the Allied mechanics, technicians, etc. use. The Soviet handgun replacement will be completed at a later date, but at least for now we've got a different look for the different sides. Beretta update.. older news but you might've missed it.

Also, a new version of LevelEdit for APB has been released. It fixes a few problems, adds a few changes that were requested, removes a few things from the menus, has the .MIX exportation feature-- it's actually a kinda long list. Information here, this news is still brand new.

About 10 days ago the RA:APB 994 changelist was released right here. You can take a look for yourself to see what's going to be in 994 (this is stuff we're actively working on) and the days and weeks following its eventual release. Toward the end there's a little surprise.

Also, kinda implied, the Site News section on the forums will be showing both Reborn and APB news. So that's why you see items there for the GDI Remote C4, Nod Beacon, etc.

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