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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.

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