
Subject: Re: APB Dev. Blog & 2008 Mod Of The Year Top 100

Posted by [drunkill](#) on Mon, 19 Jan 2009 12:41:54 GMT

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C&C_Hourglass

If you're interested in playing the upcoming Hourglass remake early, and have a copy of Renegade handy, you can go grab the download off Planet C&C right now. They were having some 20+ player games the other night from what I heard, and it'll give you a good taste of what to expect. This is, of course, Fabian's new map that set out to set some new quality standards while fixing up everything that sucked about Hourglass originally. If you have trouble downloading from PCNC, you can also get it off Fabian's mirror here but please hit up the first link if you can.

The current version of C&C_Hourglass_Flying is 0.98; if you want older versions for some reason or in case you missed it the first time, OR just because you want to discuss it with the maker and other players: the Fan Projects thread with pictures is here

Maps

A while back we started showing you some work on a couple new maps, with which we hope to raise the bar a bit in terms of game play and how visually interesting they are. A lot of the older maps don't really play as well as they could given how much has changed since they were made (and a lot more changes to our core game play are coming, let me tell you). I'd like to talk about Pipeline first, something ChopBam's been working on.

APC Alternate Textures

The APC is getting its alternate looks for a forest, desert, and snowy theater in Gamma as well. They're a solid-color to match more or less how the APC looked in the RA1 cut-scenes, similar to the Longbow's camo scheme. The Longbow's missing snow camo look will also be making an appearance in Gamma, so you can be a jerk and use it on nighttime maps like Stormy Valley to let everybody know just how pretentious you are :v: Not only that, we tracked down the proper (and previously missing) texture for the Ranger's windshield.

Allied Infantry

We've updated the Engineer and Mechanic (done by ScreamingCricket) to enhance your Gamma experience. TruYuri rigged them up and they will be in the next public release. To go with it, we've posted the game updates to reflect their new appearance and list their new abilities; a lot of the game play has really changed since Beta 1.0.0 first had its debut, so you should take the time to check these out so you won't be confused. Learn how to make the most of your units and click either image to go right to the update page. Note that they might change a bit before the release.

Click the thumbnails to read the game updates.

A Reminder

That you can view our weekly development blogs on our forums or ask questions and hang out and chat in the n00bstories IRC network.

Don't forget to vote for APB and AR in the moddb MOTY awards 2008!
