Subject: Re: Will TT be out, before playercount drops down to nearly zero
Posted by Chronojam on Wed, 09 Dec 2009 08:53:45 GMT

So I hear those guys over at A Path Beyond are simultaneously working on two new releases, one that has Scripts 4.0.0 and one that has Scripts 3.4.4 and includes a large number of new updates, features, and fixes despite not having access to the newer features.

These are APB builds 2.0.0 and 1.3.0 respectively.

I've been told by those in-the-know that 1.3.0 is slated to have every map touched up, numerous infantry balancing tweaks, an overhaul of the armor system, a new completely-cleaned strings database, new voice-acted replacements for all the old radio commands, backported fixes for helipad exploits and demolition truck "safeties," updated building interiors and replacement of many elevator chokepoints, a new launcher, redone font, tweaks to the cameras, and even pretty new water for all the maps that have it to replace the old stock blue crap that was too overused but without requiring any new Scripts.dll shader effects. Plus a lot more, including a massive overhaul to the MP-Gaming official gameserver companion web interface to have cumulative clan scoring support and new awards to earn.