
Subject: What's happened with Reborn and APB mods?

Posted by [Scrin](#) on Thu, 24 Oct 2013 06:23:43 GMT

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topic

Subject: Re: What's happened with Reborn and APB mods?

Posted by [reborn](#) on Thu, 24 Oct 2013 07:55:05 GMT

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They didn't have enough bloom.

Subject: Re: What's happened with Reborn and APB mods?

Posted by [liquidv2](#) on Thu, 24 Oct 2013 11:27:05 GMT

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MPF decided to remake APB from scratch a few weeks ago:
<http://www.renegadeforums.com/index.php?t=msg&th=40427&start=0&>

Reborn was released and went quiet soon after - rumor has it they needed more bloom

Subject: Re: What's happened with Reborn and APB mods?

Posted by [danpaul88](#) on Thu, 24 Oct 2013 12:36:44 GMT

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Reborns latest update was just last week actually, I wouldn't call that quiet. We had 32 players in one of our servers the day after the update went live.

APB is undergoing heavy development right now, as is AR.

If you want to keep up with the latest news I'd suggest checking in on our forums or following our Facebook page

Subject: Re: What's happened with Reborn and APB mods?

Posted by [Ethenal](#) on Thu, 24 Oct 2013 15:18:06 GMT

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Scrinoid? lol

Subject: Re: What's happened with Reborn and APB mods?

Posted by [danpaul88](#) on Thu, 24 Oct 2013 15:47:28 GMT

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Amusing to see he has edited out the contents of his topic...

Subject: Re: What's happened with Reborn and APB mods?

Posted by [Canadacdn](#) on Fri, 25 Oct 2013 01:03:07 GMT

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Everyone knows Rp2 is the best Renegade mod ever

Subject: Re: What's happened with Reborn and APB mods?

Posted by [Xpert](#) on Fri, 25 Oct 2013 01:37:23 GMT

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RP2 still doesn't have enough bloom to satisfy.

Subject: Re: What's happened with Reborn and APB mods?

Posted by [Lone0001](#) on Fri, 25 Oct 2013 02:36:43 GMT

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Screw those mods, where's AR!? I demand AR!

Subject: Re: What's happened with Reborn and APB mods?

Posted by [DutchNeon](#) on Fri, 25 Oct 2013 23:22:42 GMT

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Wtf Scrin is back. Gif uz your bl00m!

Subject: Re: What's happened with Reborn and APB mods?

Posted by [Jerad2142](#) on Fri, 22 Nov 2013 14:47:19 GMT

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Xpert wrote on Thu, 24 October 2013 19:37RP2 still doesn't have enough bloom to satisfy. I think someone needs to make a recursive bloom algorithm that recursively adds bloom until it detects your computer can't handle anymore.

Why recursion you ask? Because everyone knows the sign of a good game is that it pushes everything in your system to the max, not that it looks good. ;p

Subject: Re: What's happened with Reborn and APB mods?

Posted by [Di3HardNL](#) on Fri, 22 Nov 2013 22:39:15 GMT

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Scrin wrote on Thu, 24 October 2013 08:23topic

Scrin mate, how are you?

Subject: Re: What's happened with Reborn and APB mods?

Posted by [Renardin6](#) on Mon, 30 Dec 2013 07:56:48 GMT

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<https://www.bluehellproductions.com/forum/index.php?showtopic=27422>

Subject: Re: What's happened with Reborn and APB mods?

Posted by [danpaul88](#) on Mon, 30 Dec 2013 16:17:39 GMT

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Bear in mind that version of TS_Field is still being developed and is not final quality as yet (for those who don't bother to click though and read the linked blog)

Subject: Re: What's happened with Reborn and APB mods?

Posted by [ehhh](#) on Mon, 30 Dec 2013 16:46:51 GMT

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dead

Subject: Re: What's happened with Reborn and APB mods?

Posted by [Sean](#) on Wed, 08 Jan 2014 14:15:24 GMT

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It would be interesting to see scrin tackle making "shiny shit" with scripts 4.0 blocking .w3ds

Subject: Re: What's happened with Reborn and APB mods?

Posted by [Xpert](#) on Wed, 08 Jan 2014 17:29:28 GMT

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Sean wrote on Wed, 08 January 2014 09:15: It would be interesting to see

No it wouldn't.

Subject: Re: What's happened with Reborn and APB mods?

Posted by [Scrin](#) on Tue, 06 Jan 2015 07:34:35 GMT

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still no progress? damn it

Subject: Re: What's happened with Reborn and APB mods?

Posted by [danpaul88](#) on Tue, 06 Jan 2015 09:03:55 GMT

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Scrin wrote on Tue, 06 January 2015 07:34: still no progress? damn it :hu

Progress on your eye sight? Apparently not indeed. Plenty of info on the actual forums for APB and TSR.

Subject: Re: What's happened with Reborn and APB mods?

Posted by [Scrin](#) on Tue, 06 Jan 2015 12:21:40 GMT

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danpaul88 wrote on Tue, 06 January 2015 02:03: Scrin wrote on Tue, 06 January 2015 07:34: still no progress? damn it :hu

Progress on your eye sight?

Actual and full playable game (non "beta version 0.48.48754.2389474..."). After these years even Renegade 2007 (X) still named "beta"

Subject: Re: What's happened with Reborn and APB mods?

Posted by [Good-One-Driver](#) on Wed, 07 Jan 2015 05:39:53 GMT

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cyka where you been?

Subject: Re: What's happened with Reborn and APB mods?

Posted by [dblaney1](#) on Wed, 07 Jan 2015 23:03:37 GMT

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I like the effort put into these mods. The one thing I think that should be changed though is to restore the c4 setup to be like stock renegade. One of my favorite things in renegade to do is to be a tech and sneak into a building and blow it up with c4. In renegade they made a smart decision to give the most c4 to the advanced engineer class rather than the commando class. I think APB and Reborn should do the same. Also add timed c4 to the rest of the units.

Subject: Re: What's happened with Reborn and APB mods?
Posted by [sla.ro\(master\)](#) on Thu, 08 Jan 2015 12:14:29 GMT
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dblaney1 wrote on Thu, 08 January 2015 01:03 I like the effort put into these mods. The one thing I think that should be changed though is to restore the c4 setup to be like stock renegade. One of my favorite things in renegade to do is to be a tech and sneak into a building and blow it up with c4. In renegade they made a smart decision to give the most c4 to the advanced engineer class rather than the commando class. I think APB and Reborn should do the same. Also add timed c4 to the rest of the units.

finally someone who understands gameplay design.
