Subject: Re: Red Alert: FPS
Posted by Mauler on Wed, 02 Oct 2013 06:13:53 GMT

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Aircraftkiller wrote on Tue, 01 October 2013 17:23
I've never understood this intense secrecy surrounding mods. You guys aren't going to have more than 15 to 20 players at most when/if it releases. You're not ginning up any interest in this based on the fact that APB has already gone where you've just begun to go. It's not like you're going to magically draw players to play the same thing they already played from 2003 to 2013. You do realize that 11 years have passed since I started working on APB? Do you think those thousands of players who played during that decade are going to come back for this? Do you think there are enough players to bother modding this dead game?

Go learn Unreal and make something that people will care about, and for fuck's sake post your work on Polycount so you get some actual feedback to improve instead of just people going "HURRDURR IT ARE AEWSUM!!!1"

I do it for sheer enjoyment, I don't plan to be a hardcore professinal developer like you.. And I have worked with newer editors like UDK, Hammer and Cryengine..

I don't intent to bring back the thousands of players back, but I would like to create things and provide some fun to existing players we got..I could care less about players ingame... it's all about creating something I can play with members of MPF or whomever wishes to play..

P.s there is no secrecy.. why would I show off things that aren't even complete.. And what does it matter RAFPS is going off the same idea as APB.. who cares, no need to make it a big issue lol