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Subject: Re: Red Alert: FPS

Posted by [Aircraftkiller](#) on Tue, 01 Oct 2013 23:23:04 GMT

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Mauler wrote on Tue, 01 October 2013 17:09As the guy making TCW. I can tell you know that I prefer the development private till I feel the time is ready.. TCW is far from dead. And last time I checked you guys aren't developers for TCW, So why act like you know what is going on?

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"

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