
Subject: Renegade Alert's public beta is released
Posted by [Dante](#) on Wed, 02 Apr 2003 18:26:11 GMT
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NHJ BVPutting the # of players to 1 didn't help; it still gave the flashing "gameplay pending" message. Then the great idea popped into my mind: maybe the server should not be dedicated!

Unfortunately, when I set it to non-dedicated (I certainly should've noticed that), the game failed to load (on the "to command & conquer" screen). It went slower and slower and slooooooower until the progress bar came to a halt at +/- 20%...

Settings for Hosting 1 Player LAN

Dedicated OFF
Remix Teams ON 'for the full effect of the map
Change Teams ON
Number of Players = 1

ok?
