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Subject: Re: For any Red Alert 1 fans out there  
Posted by [iRANian](#) on Tue, 12 Mar 2013 19:35:41 GMT  
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Red Alert art?

I'm still working this btw and I've done a lot of updates since my last post. I'm basically waiting for feedback from people testing and I need to fix some minor stuff then I can release a standalone patch, it's going really well but a bit slow.

I've been taking a look with some other guys into allowing the game to be played from a browser or external application, atm the LAN lobby is used for online play with some hackery, but the LAN lobby and LAN code isn't designed for so many players on so it's causing issues and having something more modern is nice. Red Alert has a history of being launched externally by the likes of Westwood Chat, Mplayer etc so it's nothing new.

As part of that I added code that allows for predetermined alliances before the game is started, and selectable spawning locations (like with Yuri's Revenge and Generals)

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