
Subject: Renegade Alert's public beta is released
Posted by [NHJ BV](#) on Wed, 02 Apr 2003 17:15:39 GMT
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majikentNHJ BVI tried using a virtual network card (Microsoft Loopback adapter in XP, it is called), but it keeps saying "gameplay pending"...

When you host it for just yourself on a LAN game, you need to make sure that you are hosting for just 1 player, otherwise you will get that "gameplay pending" message forever.

majikent

That might be it...I'll check it out. BTW, the LAN menu is really choppy with that virtual card...(but not unusable)

And connecting the the internet for a 1player game isn't practical; I'm on 56k thus it costs money.
