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Subject: Renegade Alert's public beta is released  
Posted by [NHJ BV](#) on Thu, 03 Apr 2003 13:32:37 GMT  
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Dante  
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?

I'm afraid not. These are my settings for 1 player LAN (after installing Microsoft Loopback Adapter):

```
[Settings]
wConfigName=MQAgAHAAbABhAHkAZQByACAATABBAE4AIABSAGUAbgBBAGwAZQByAHQ
AIABCAGUAdABhAAAA
MapName=ra_keep_off_the_grass.lsd
ModName=RedAlertMod.pkg
TimeLimitMinutes=30
RadarMode=1
Port=4848
IsDedicated=no
IsAutoRestart=no
IsPassworded=no
IsQuickMatch=no
IsLaddered=no
RemixTeams=no
CanRepairBuildings=yes
DriverIsAlwaysGunner=yes
SpawnWeapons=yes
UseLagReduction=yes
wGameTitle=RABIAGQAaQBjAGEAdABIAGQAIABSAGUAbgBIAGcAYQBkAGUAIABTAGUAcgB
2AGUAcgAAAA==
MapName00=ra_keep_off_the_grass.lsd
IsFriendlyFirePermitted=yes
DoMapsLoop=yes
IsTeamChangingAllowed=yes
IsClanGame=no
MaxPlayers=1
BaseDestructionEndsGame=yes
BeaconPlacementEndsGame=yes
StartingCredits=200
```

I only have Remix Teams on "off", but that shouldn't be a huge difference, I think.

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