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Subject: Re: Renegade MP Beta client

Posted by [iRANian](#) on Tue, 30 Jul 2024 09:44:48 GMT

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You could ask MPF to host it.

I know exactly what code is removed to prevent players from starting a local LAN or skirmish game, but I'm too lazy at the moment to re-add it. The game softlocks because server connection for player isn't established, if you hack around it the game will crash because cTeam list isn't set up. There are two functions not implemented in the sense that they have no code, they just immediately return. Those functions are documented in the Linux FDS.

It really isn't that much code, not sure if I want to spend the time working on it tho.

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