
Subject: [SSGM Plugin]GameSpy Support
Posted by [iRANian](#) on Sun, 07 Aug 2011 23:34:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

SSGM 4.0 version can be found here:
<http://www.renegadeforums.com/index.php?t=msg&th=38416&start=0&rid=2> 5967

The code for this plugin is ported from the OnOeS source code written by Hex, jnz and pvtschlag. I started porting this plugin while I was reading the OnOeS source code and had need for GSA support without having to install the RR server or starting BRenBot. I know there are many alternative software that can do this, but it was a relative quick port and I know some people might need this or be interested in it.

This SSGM support adds GameSpy broadcasting/listing support to the FDS, like WOLProxy, Renegade Resurrection and BRenBot among others (can) do. The configuration file allows you to configure all the non-essential information sent to the GSA master server, such as info about whether friendly fire is enabled or not. You can also send out custom information such as the name of your (community's) site. All the player info is sent, such as kills and game time.

To install:

1. Edit gamespy_support.ini to your liking, make sure the 'ListenPort' is __NOT__ your FDS' port and that this port is open.
2. Copy gamespy_support.ini and gamespy_support.dll to your main FDS folder, where SSGM is located in.
3. Open up ssgm.ini in the folder and add an entry under [Plugins] for "gamespy_support"

File Attachments

1) [SSGM GameSpy Support Plugin v1.4.zip](#), downloaded 251 times
