Subject: Re: Latest Renegade Resurrection launcher needed
Posted by iRANian on Fri, 14 Mar 2014 11:11:02 GMT
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Need to add asynchronous game servers querying and parsing, more efficient UDP read code and a game server class which stores server info and player info (currently just using a hash map/dictionary).

It's actually possible to query the game servers directly (bypassing the GameSpy master list), it's what RenList does for servers added as GSA server favorites. All that's needed is IP and port. There's two steps:

1. Query the GSA master server via TCP which will send back a list of game server IPs + ports.
2. Query every game server with "\\status\\" which sends out all data in two packets. In 2 UDP packets most of the time.

What can be (and isn't done by RenList, but it looks like the RR launcher does) is caching the server list returned by the GSA master server and querying the cached server list. Then afterwards or concurrently querying the master server list and updating the cache when done and querying any game server not listed in the previous cache. That should reduce time taken refreshing the server list by at least ~50%.

File Attachments
1) poo.png, downloaded 679 times

```
              69.162.65.2:27901
[gamename, ccrenegade]
[gamever, 838]
[hostname, Jelly-Server.com [Marathon]]
[hostport, 8113]
[mapname, C&C_City]
[gametype, C&C]
[numplayers, 8]
[maxplayers, 50]
[CSVR, 1]
[DED, 1]
[password, 0]
[DG, 1]
[TC, 0]
[FF, 0]
[SC, 0]
[SSC, brenbot1.53]
[Website, www.jelly-server.com]
[IRC, irc.jelly-server.com]
[Teamspeak, ts.jelly-server.com]
[timeleft, 0.22.37]
[queryid, 4382.1]
[player_0, AWA]
[score_0, 130]
[ping_0, 248]
[team_0, GDI]
[player_1, scar2th]
[score_1, 136]
[ping_1, 67]
[team_1, NOD]
[player_2, ld0766]
[score_2, 0]
[ping_2, 255]
[team_2, GDI]
[player_3, J0k3R]
[score_3, 468]
[ping_3, 208]
[team_3, NOD]
[player_4, toad54321]
[score_4, 178]
[ping_4, 169]
[team_4, GDI]
[player_5, c4b0mb]
[score_5, 0]
[ping_5, 275]
[team_5, GDI]
[player_6, philuk86]
[score_6, 40]
[ping_6, 150]
[team_6, NOD]
[player_7, gasythegod]
[score_7, 938]
[ping_7, 250]
[team_7, NOD]
```