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Subject: Re: GameSpy Arcade

Posted by [iRANian](#) on Fri, 04 Apr 2014 07:00:35 GMT

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It's not as bad as it might appear. The shutdown is affecting shitloads of games so I assume people will be working on GSA master server clones (there's already at least one written in C# for an older space game, but I can't remember the name).

All that needs to be done is for RenList to be updated. This can be done manually by hex editing RenList.EXE and changing the master.gamespy.com string embedded in the EXE, from the looks of it. Hopefully Adad will push a RenList updated instead though.

Oh and someone needs to host the clone master server which Jelly-Server agrees on.

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