The default UDP query port in BRenBot for GSA clients is 23500 in plugins/gamespy.xml and it reads the game port from server.ini

```
if ($_ =~ m/Port\s*=\s*(\d+)/)
   {
     $server_gameport = $1;
   }
```

Although it occurs to me that if RemoteAdminPort= is below Port= in your server config that regex would technically match that too... should probably fix that ^^

EDIT: Fixed for 1.54.2