Subject: Re: GameSpy Arcade

Posted by danpaul88 on Sun, 29 Jun 2014 10:23:13 GMT

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Updated copy of the GSA plugin for BRenBot 1.54, you don't have to replace your XML file unless you want to use the new game_type config value, it will default to C&C if you don't have the entry.

Also added renmaster.cncnet.org as a default entry in the master servers list.

Note that this version of the plugin more closely follows the GSA spec and sends player teams as numericals rather than strings. The string for the team name is contained in the new team data which is sent as part of this update (\team_t#\teamnamehere\score_t#\teamscorehere). Clients which do not follow the GSA spec correctly might require updates to render this correctly.

Revision: 311
Author: danpaul88
Date: 29 June 2014 11:15:50
Message:
Updated GSA plugin to 1.1
 - Added player kills and deaths to player data response
 - Added team names and scores to player data response
 - Player teams now show their numerical ID instead of the textual name (clients should read the name from \team_t#\name\ instead, where # is the players indicated team)
 - Support for setting a custom gametype via config XML
 - Added renmaster.cncnet.org to list of default master servers in config XML

Modified : /BRenBot 1.x/trunk/Plugins/gamespy/gamespy.pm
Modified : /BRenBot 1.x/trunk/Plugins/gamespy/gamespy.xml

File Attachments
1) gsa_plugin_1.02.7z, downloaded 171 times