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Subject: Re: GameSpy Arcade

Posted by [iRANian](#) on Tue, 01 Jul 2014 08:18:48 GMT

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```
\status\gamename\ccrenegade\gameever\838\hostname\Jelly-Server.com
[Marathon]\hostport\8113\mapname\C&C_Volcano\gametype\C&C\numplayers\20\
maxplayers\50\CSVR\1\DED\1\password\0\DG\1\TC\0\FF\0\SC\0\SSC\brenbot1.54.2\time
left\0.19.49\Website\www.jelly-server.com\IRC\irc.jelly-server.com\Teamspeak\ts.
jelly-server.com\queryid\1174.1\team_t0\Nod\score_t0\8225\team_t1\GDI\score_t1\5
542\final\queryid\1174.2
```

Player info isn't sent, not sure if it's because of the double queryid. RenList doesn't show the team\_tX and team\_tX as options in the left pane where it shows raw options like gametype..I think it's parsing it as a player and hence it showing a bugged GDI player in the player list.

Here's how it looks for Dragonade:

```
\status\gametype\Marathon\mapname\C&C_Volcano_RxD.mix\nextmap\C&C_Field .mix\Time
Elapsed\03.13.33\Time Limit\00.00.00\Starting Credits\100\FDS\Dragonade 1.6\Bot\BRenBot
1.54\Website\www.RenCorner.com\IRC\irc.RenCorner.com\TS\ts.RenCorner.com\Crates\
1\Donate\1\Loot\1\Infinite Ammo\1\Advanced Kill Messages\1\Parachutes\1\Points
Distribution\1\Extra Radio Commands\1\Request Team Change\1\Spawn Protection\1\Squad
System\1\Taunts\1\Vehicle Ownership\1\Vehicle Shells\1\Vehicle Queue\1\RenCorner Server
Settings\1\Sounds\1\Veteran System\1\Purchasable Weapons\1\hostname\ RenCorner
Marathon\gamename\ccrenegade\gameever\838\hostport\5000\password\0\numplayers\1\m
axplayers\50\queryid\807.1.\player_0\Nod\score_0\2440\kills_0\0\deaths_0\0\time_
0\03.13.33\ping_0\4\team_0\Nod\player_1\GDI\score_1\0\kills_1\0\deaths_1\0\time_
1\03.13.33\ping_1\1\team_1\GDI\player_2\HAJDAMAR\score_2\2440\kills_2\0\deaths_2
\0\time_2\00.05.08\ping_2\175\team_2\Nod\queryid\807.2.\final\queryid\807.3.
```