Subject: Re: GameSpy Arcade
Posted by danpaul88 on Tue, 01 Jul 2014 08:59:36 GMT

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iRANian wrote on Tue, 01 July 2014 09:18Player info isn't sent, not sure if it's because of the double queryid.

BRenBot breaks the response down into smaller chunks because there is a limit on the maximum amount of data in each query, hence why there are two query IDs (those correspond to seperate UDP packets, the master server softwares job is to reconstruct all the packets with the same queryid in order of the .# component and use that as the final packet).