Subject: GSA Listing Problem
Posted by Dihylopas on Sun, 25 Mar 2007 13:14:45 GMT
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Are some of you familiar with the same problem that i have, that right after you've started your
FDS it's in the GSA list, but after 5 minutes or a little more it's gone?

gamespy.ini
Quote:[Server]
Config=svrcfg_cnc.ini
GameType=GameSpy
Nickname=
Password=
Serial=
LoginServer=
Port=0
GameSpyGamePort=4848
GameSpyQueryPort=25300
BandwidthUp=468750
NetUpdateRate=9
AllowRemoteAdmin=true
RemoteAdminPassword=[hidden]
RemoteAdminIP=127.0.0.1
RemoteAdminPort=4949

And what settings should i use at - see quote below - ?

brenbot.cfg
Quote:Generate_Gamespy_Queries=1
GameSpyQueryPort=23500 [Should this be the same port as used in server.ini?]
Broadcast_Server_To_Gamespy=1

Also the server information on the right side of the serverlist in GSA isn't updated, because when
there are people in my server the value 'numplayers' is still 0. Why is that?

Dihylopas.

Subject: Re: GSA Listing Problem
Posted by CarrierII on Sun, 25 Mar 2007 13:22:38 GMT
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Because Gamespy sucks?
I personally can't see anything wrong with your settings, so I'm tempted to blame gamespy and
suggest you use WOL/XWIS

Subject: Re: GSA Listing Problem
Posted by Dihylopas on Sun, 25 Mar 2007 13:24:04 GMT
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I did, worked fine, but when i started to use WOLSpy it didn't work again (on GSA), and the problem isn't in the routing.

Subject: Re: GSA Listing Problem
Posted by DaN#GW on Sun, 25 Mar 2007 13:25:04 GMT
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Use WOL/XWIS with Brenbot 1.5 which will put the server in the GSA listings aswell without the gay [WolSpy] tag.

Subject: Re: GSA Listing Problem
Posted by Dihylopas on Sun, 25 Mar 2007 13:30:44 GMT
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I also tryed that, but then it wasn't listed for long again, but what ports should i use in the server.ini and the brenbot.cfg? Both 25300?

Subject: Re: GSA Listing Problem
Posted by CarrierII on Sun, 25 Mar 2007 13:50:34 GMT
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I thought ports had to be 4 digit numbers.. I dunno though, just try a different port.

Subject: Re: GSA Listing Problem
Posted by SeargentSarg on Mon, 26 Mar 2007 11:12:30 GMT
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Your query ports are wrong, recheck them.

Subject: Re: GSA Listing Problem
Posted by Dihylopas on Mon, 26 Mar 2007 12:02:10 GMT
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What should they be?

Subject: Re: GSA Listing Problem
Posted by danpaul88 on Mon, 26 Mar 2007 23:01:00 GMT
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If your server is on GameSpy then you should disable the GSA queries in BRenBot. The GSA stuff in BRenBot is for WOL servers ONLY, and acts as a wolspy clone, it is NOT for use on GameSpy servers. They are probably cancelling each other out, which is why your server gets dropped from the GSA listings.

Subject: Re: GSA Listing Problem
Posted by Dihylopas on Tue, 27 Mar 2007 00:42:15 GMT
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Thank you all for your help but i think it's a conflict with the routing then however every port is linked to the server, or it's with the provider. But every config i used with just a single FDS [No brenbot 'n stuff.] was gone from the GSA list after a while.

Subject: Re: GSA Listing Problem
Posted by danpaul88 on Tue, 27 Mar 2007 09:57:47 GMT
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Perhaps your firewall is blocking incoming traffic from GSA, so your server never replies to GSA's ping requests, and therefore gets timed out?