Subject: [SSGM Plugin]GameSpy Support
Posted by iRANian on Sun, 07 Aug 2011 23:34:37 GMT
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SSGM 4.0 version can be found here:
http://www.renegadeforums.com/index.php?t=msg&th=38416&start=0&rid=2 5967

The code for this plugin is ported from the OnOeS source code written by Hex, jnz and pvtschlag. I started porting this plugin while I was reading the OnOeS source code and had need for GSA support without having to install the RR server or starting BRenBot. I know there are many alternative software that can do this, but it was a relative quick port and I know some people might need this or be interested in it.

This SSGM support adds GameSpy broadcasting/listing support to the FDS, like WOLProxy, Renegade Resurrection and BRenBot among others (can) do. The configuration file allows you to configure all the non-essential information sent to the GSA master server, such as info about whether friendly fire is enabled or not. You can also send out custom information such as the name of your (community's) site. All the player info is sent, such as kills and game time.

To install:

1. Edit gamespy_support.ini to your liking, make sure the 'ListenPort' is __NOT__ your FDS' port and that this port is open.
2. Copy gamespy_support.ini and gamespy_support.dll to your main FDS folder, where SSGM is located in.
3. Open up ssgm.ini in the folder and add an entry under [Plugins] for "gamespy_support"

File Attachments
1) SSGM GameSpy Support Plugin v1.4.zip, downloaded 195 times

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Subject: Re: [SSGM Plugin]GameSpy Support
Posted by shaitan on Sun, 07 Aug 2011 23:43:35 GMT
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Downloaded as usual. ^_^

Subject: Re: [SSGM Plugin]GameSpy Support
Posted by Hex on Mon, 08 Aug 2011 18:17:05 GMT
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Good to see use coming from my code

Subject: Re: [SSGM Plugin]GameSpy Support
Posted by reborn on Mon, 08 Aug 2011 18:22:53 GMT
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Excellent!

Subject: Re: [SSGM Plugin]GameSpy Support
Posted by zunnie on Mon, 08 Aug 2011 19:05:39 GMT
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Nice Good work @ you guys.

Subject: Re: [SSGM Plugin]GameSpy Support
Posted by iRANian on Sat, 13 Aug 2011 21:31:42 GMT
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I've updated my first post with version 1.1. In the first release the player time gets counted since the start of the map. In v1.1 there's an option to either use that logic or send the player count since the player joined the server.

You'll have to update your gamespy_support.ini file too, I added the following option to it:

;What 'time' info to send out for players.
;Set this to Total or Gamestart
;Total sends the total time a player has been ingame
;Gamestart sends the time players have been ingame since the start of the map
PlayerTimeMode=Total

Subject: Re: [SSGM Plugin]GameSpy Support
Posted by iRANian on Sat, 13 Aug 2011 23:08:31 GMT
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I'm releasing a new version, one of the buffers that hold the data sent to GameSpy can potentially be too small and crash the FDS, I've increased the size of that buffer. See my first post for version 1.2.

Subject: Re: [SSGM Plugin]GameSpy Support
Posted by danpaul88 on Mon, 15 Aug 2011 12:56:47 GMT
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Just increasing the size of the buffer is a bodge, not a fix. The code should also be able to detect it's *about* to overrun the buffer and do something sensible (ie: discard the packet and log the

failure, dynamically extend the buffer, transmit the content thus far, empty the buffer and continue etc) to deal with that scenario.

Subject: Re: [SSGM Plugin]GameSpy Support
Posted by iRANian on Mon, 15 Aug 2011 13:42:58 GMT
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Increasing the buffer size isn't a bodge, as the buffer was too small at certain player counts, with the increased buffer size it can handle 200 players, while the max player limit is 127.

I've released a new version, v1.3, that allows for appending the real player count to the WOL game title. The following option has been added to gamespy_support.ini:

;Append the player count to the WOL game title?
; e.g. Derp Server (0/40)
NoWOLAppendPlayerCount=true

The 'No' part is needed to have the logic be disabled when it can't find the setting string in the INI.

Subject: Re: [SSGM Plugin]GameSpy Support
Posted by iRANian on Mon, 22 Aug 2011 15:08:32 GMT
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I've uploaded a new version, v1.4, that fixes a rare issue where the plugin doesn't connect to the GameSpy master server on start-up or loses connection after an hour or so. See my opening post in this thread for the download.

Subject: Re: [SSGM Plugin]GameSpy Support
Posted by reborn on Mon, 22 Aug 2011 18:26:10 GMT
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I think you've done a really good job. Welldone.

Subject: Re: [SSGM Plugin]GameSpy Support
Posted by ExEric3 on Sun, 11 Sep 2011 06:23:59 GMT
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iRan can you update this plugin for SSGM 4?

Thanks

Subject: Re: [SSGM Plugin]GameSpy Support
Posted by Sean on Sun, 11 Sep 2011 08:44:08 GMT
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ExEric3 wrote on Sat, 10 September 2011 23:23iRan can you update this plugin for SSGM 4?

Thanks

I doubt it, he's only modifying code from OnOeS. I'm sure Hex could though, as he created the bot/original code.

Subject: Re: [SSGM Plugin]GameSpy Support
Posted by iRANian on Sun, 11 Sep 2011 10:39:53 GMT
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Started working on it yesterday evening, ExEric. Almost done with it.

Subject: Re: [SSGM Plugin]GameSpy Support
Posted by reborn on Sun, 11 Sep 2011 12:44:03 GMT
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Azazel wrote on Sun, 11 September 2011 04:44ExEric3 wrote on Sat, 10 September 2011 23:23iRan can you update this plugin for SSGM 4?

Thanks

I doubt it, he's only modifying code from OnOeS. I'm sure Hex could though, as he created the bot/original code.

LOL? Are you for real?

Subject: Re: [SSGM Plugin]GameSpy Support
Posted by Sean on Sun, 11 Sep 2011 17:46:41 GMT
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reborn wrote on Sun, 11 September 2011 05:44Azazel wrote on Sun, 11 September 2011 04:44ExEric3 wrote on Sat, 10 September 2011 23:23iRan can you update this plugin for SSGM 4?

Thanks

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[Insert troll.gif here] Even I take the piss, but not very often.

The plugins that he's created have made alot of people very happy, including myself.

Subject: Re: [SSGM Plugin]GameSpy Support
Posted by Prulez on Sun, 11 Sep 2011 20:10:13 GMT
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Azazel wrote on Sun, 11 September 2011 19:46reborn wrote on Sun, 11 September 2011 05:44Azazel wrote on Sun, 11 September 2011 04:44ExEric3 wrote on Sat, 10 September 2011 23:23iRan can you update this plugin for SSGM 4?

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I think you're mistaken. iRan never developed Triggerbot afaik.

Subject: Re: [SSGM Plugin]GameSpy Support
Posted by cAmpa on Sun, 11 Sep 2011 20:25:23 GMT
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Prulez wrote on Sun, 11 September 2011 22:10Azazel wrote on Sun, 11 September 2011 19:46reborn wrote on Sun, 11 September 2011 05:44Azazel wrote on Sun, 11 September 2011 04:44ExEric3 wrote on Sat, 10 September 2011 23:23iRan can you update this plugin for SSGM 4?

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hahaha.