Subject: GameSpy clients
Posted by Agent on Wed, 11 Dec 2013 06:00:07 GMT
View Forum Message <> Reply to Message

I think an update to various clients that use GameSpy (i.e: RenList) to prevent display of duplicate servers would be beneficial. I can't really see a way to do this from a server side perspective to shove into TT (other than tell server owners who clearly have no idea what they're doing to stop running multiple GameSpy plugins). I don't like the idea of a server being able to get listed several thousand times, or even the current situation where many servers are listed at least twice.

Subject: Re: GameSpy clients
Posted by Ethenal on Wed, 11 Dec 2013 18:26:27 GMT
View Forum Message <> Reply to Message

Yeah, but I don't see that happening. Just more wasted effort on a nearly dead game, and for pretty much no reason - it really doesn't matter that zunnie's shit is listed like three times

---

Subject: Re: GameSpy clients
Posted by ehhh on Wed, 11 Dec 2013 20:26:21 GMT
View Forum Message <> Reply to Message

buy a serial and use the wol tab instead

problem solved!

Subject: Re: GameSpy clients
Posted by Agent on Wed, 11 Dec 2013 21:20:10 GMT
View Forum Message <> Reply to Message

ehhh wrote on Wed, 11 December 2013 13:26buy a serial and use the wol tab instead

problem solved!
What? That doesn't solve any problem. It just ignores it.

Subject: Re: GameSpy clients
Posted by EvilWhiteDragon on Thu, 12 Dec 2013 11:21:59 GMT
View Forum Message <> Reply to Message

Agent wrote on Wed, 11 December 2013 22:20ehhh wrote on Wed, 11 December 2013 13:26buy a serial and use the wol tab instead

problem solved!

What? That doesn't solve any problem. It just ignores it.
Same thing with changing how renlist works. Server owners shouldn't act like total retards, that's the only solution.

Subject: Re: GameSpy clients
Posted by Xpert on Thu, 12 Dec 2013 17:12:49 GMT
View Forum Message <> Reply to Message

There's usually 2 of each server. 1 is from the server itself and the other is the brenbot socket.

Subject: Re: GameSpy clients
Posted by Ethenal on Thu, 12 Dec 2013 19:45:25 GMT
View Forum Message <> Reply to Message

Both of which can be enabled or disabled. It's definitely his fault that they're both broadcasting.

Subject: Re: GameSpy clients
Posted by shaitan on Thu, 12 Dec 2013 19:52:28 GMT
View Forum Message <> Reply to Message

Ours does the same thing, even without using wolspy.

On another note: Agent, would you and Animo stop flooding our 208. box, thanks. Just because you're planning to run a Ren server again doesn't mean you need to flood ours.

Subject: Re: GameSpy clients
Posted by iRANian on Thu, 12 Dec 2013 19:54:30 GMT
View Forum Message <> Reply to Message

Shouldn't filtering by IP+port work to prevent duplicates from showing up?