
Subject: Latest Renegade Resurrection launcher needed

Posted by [iRANian](#) on Wed, 12 Mar 2014 20:52:10 GMT

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Can someone update the latest version of the Renegade Resurrection launcher? I'm curious about its GSA support.

Subject: Re: Latest Renegade Resurrection launcher needed

Posted by [Gen_Blacky](#) on Wed, 12 Mar 2014 22:50:52 GMT

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make your own?

Subject: Re: Latest Renegade Resurrection launcher needed

Posted by [iRANian](#) on Thu, 13 Mar 2014 16:23:13 GMT

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What?

Subject: Re: Latest Renegade Resurrection launcher needed

Posted by [Xpert](#) on Fri, 14 Mar 2014 06:54:08 GMT

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blacky doesn't get it

Subject: Re: Latest Renegade Resurrection launcher needed

Posted by [iRANian](#) on Fri, 14 Mar 2014 11:11:02 GMT

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Need to add asynchronous game servers querying and parsing, more efficient UDP read code and a game server class which stores server info and player info (currently just using a hash map/dictionary).

It's actually possible to query the game servers directly (bypassing the GameSpy master list), it's what RenList does for servers added as GSA server favorites. All that's needed is IP and port. There's two steps:

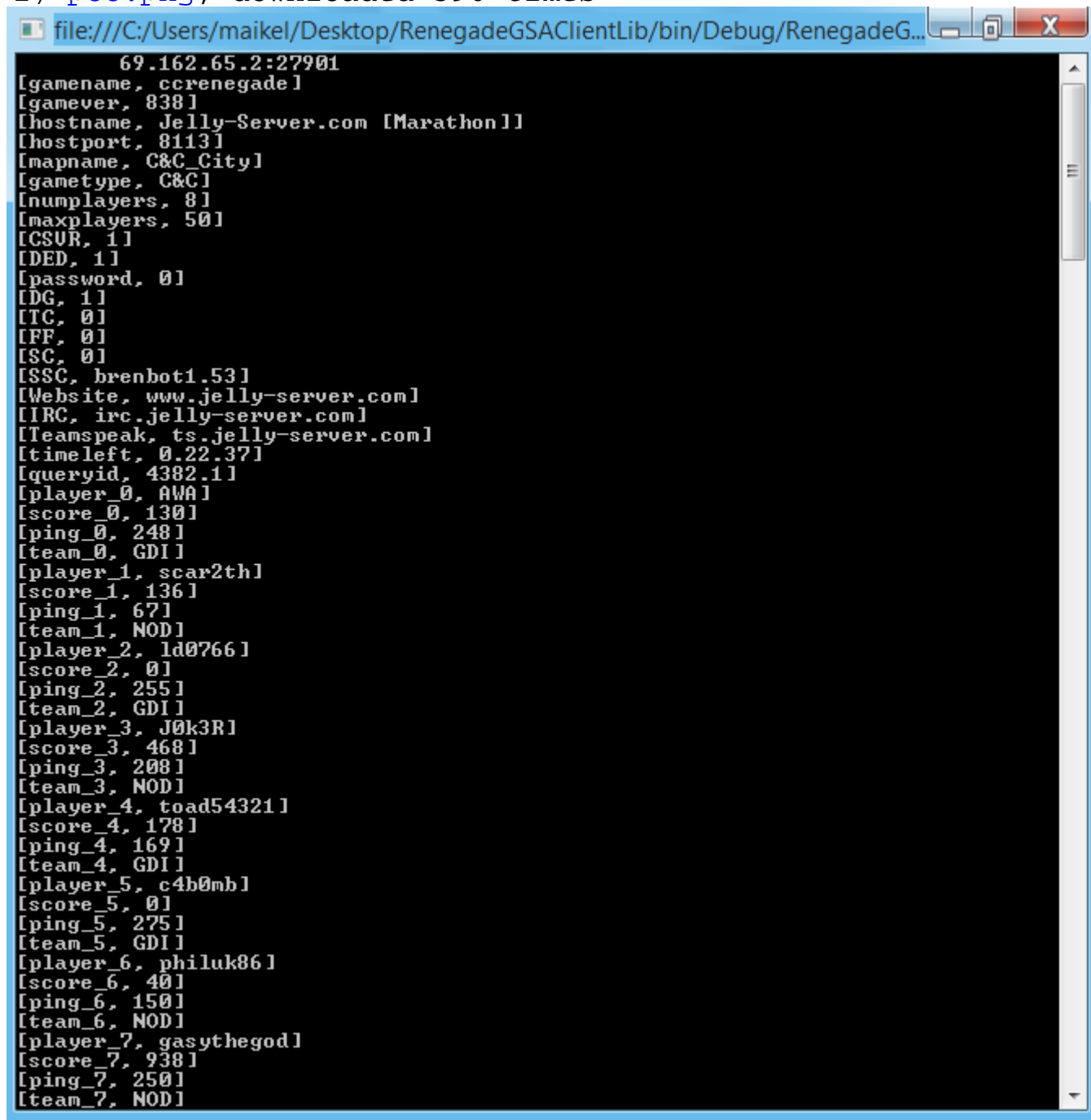
1. Query the GSA master server via TCP which will send back a list of game server IPs + ports.
2. Query every game server with "\\status\\" which sends out all data in two packets. In 2 UDP packets most of the time.

What can be (and isn't done by RenList, but it looks like the RR launcher does) is caching the

server list returned by the GSA master server and querying the cached server list. Then afterwards or concurrently querying the master server list and updating the cache when done and querying any game server not listed in the previous cache. That should reduce time taken refreshing the server list by at least ~50%.

File Attachments

1) [poo.png](#), downloaded 590 times

A screenshot of a Windows file explorer window. The address bar shows the file path: file:///C:/Users/maikel/Desktop/RenegadeGSAClientLib/bin/Debug/RenegadeG... The file name is 'poo.png'. The file is a text file, and its contents are displayed in a black text area with white text. The text is a list of server information, including IP address, game name, game version, hostname, hostport, mapname, gametype, numplayers, maxplayers, CSUR, DED, password, DG, TC, FF, SC, SSC, Website, IRC, Teamspeak, timeleft, queryid, and player information (name, score, ping, team) for 7 players.

```
69.162.65.2:27901
[gameName, ccrenegade]
[gamever, 838]
[hostname, Jelly-Server.com [Marathon]]
[hostport, 8113]
[mapname, C&C_City]
[gametype, C&C]
[numplayers, 8]
[maxplayers, 50]
[CSUR, 1]
[DED, 1]
[password, 0]
[DG, 1]
[TC, 0]
[FF, 0]
[SC, 0]
[SSC, brenbot1.53]
[Website, www.jelly-server.com]
[IRC, irc.jelly-server.com]
[Teamspeak, ts.jelly-server.com]
[timeleft, 0.22.37]
[queryid, 4382.1]
[player_0, AWA]
[score_0, 130]
[ping_0, 248]
[team_0, GDI]
[player_1, scar2th]
[score_1, 136]
[ping_1, 67]
[team_1, NOD]
[player_2, ld0766]
[score_2, 0]
[ping_2, 255]
[team_2, GDI]
[player_3, J0k3R]
[score_3, 468]
[ping_3, 208]
[team_3, NOD]
[player_4, toad54321]
[score_4, 178]
[ping_4, 169]
[team_4, GDI]
[player_5, c4b0mb]
[score_5, 0]
[ping_5, 275]
[team_5, GDI]
[player_6, philuk86]
[score_6, 40]
[ping_6, 150]
[team_6, NOD]
[player_7, gasythegod]
[score_7, 938]
[ping_7, 250]
[team_7, NOD]
```

Subject: Re: Latest Renegade Resurrection launcher needed

Posted by [danpaul88](#) on Fri, 14 Mar 2014 11:48:58 GMT

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We use the GSA protocol with the BHP game servers to pass game information to our launcher without ever talking to the GSA master server, it work quite well as an on-demand way of getting information from the game server.
