

---

Subject: GameSpy Arcade

Posted by [Ethenal](#) on Fri, 04 Apr 2014 06:42:36 GMT

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<http://www.ign.com/articles/2014/04/03/gamespy-multiplayer-shutting-down-hundreds-of-games-at-risk>

it's been a good run, Renegade ;>

---

---

Subject: Re: GameSpy Arcade

Posted by [iRANian](#) on Fri, 04 Apr 2014 07:00:35 GMT

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---

It's not as bad as it might appear. The shutdown is affecting shitloads of games so I assume people will be working on GSA master server clones (there's already at least one written in C# for an older space game, but I can't remember the name).

All that needs to be done is for RenList to be updated. This can be done manually by hex editing RenList.EXE and changing the master.gamespy.com string embedded in the EXE, from the looks of it. Hopefully Adad will push a RenList updated instead though.

Oh and someone needs to host the clone master server which Jelly-Server agrees on.

---

---

Subject: Re: GameSpy Arcade

Posted by [-TLS-DJ-EYE-K](#) on Fri, 04 Apr 2014 07:22:26 GMT

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---

I expected this to happen sooner or later. After i stopped playing last year the Player Counts has dropped, therefore it looks like a logical step.

---

---

Subject: Re: GameSpy Arcade

Posted by [iRANian](#) on Fri, 04 Apr 2014 07:24:11 GMT

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<http://www.openspy.net/>

"The openspy service is meant to be a replacement for the now shut down GAMESPY service. It is in no way affiliated. If the game you played used GAMESPY to host games or list servers through it's DNS, chances are that it will work for you too! Below is a list of games that SHOULD be supported by OPENSPY, if they are not, please let us know. If you found that the game YOU play also works on openspy, please tell us immediately so we can add it to our list of supported games."

<https://github.com/sfcspanky/Openspy-Core> C++ source code

---

---

Subject: Re: GameSpy Arcade  
Posted by [danpaul88](#) on Fri, 04 Apr 2014 12:48:23 GMT  
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-TLS-DJ-EYE-K wrote on Fri, 04 April 2014 08:22I expected this to happen sooner or later. After i stopped playing last year the Player Counts has dropped, therefore it looks like a logical step.

The Renegade player count has nothing to do with it, they're shutting down the entirety of GSA, not just the Renegade support.

On another note: If there are no suitable GSA clones that work for Renegade servers I'm sure I could whip something up, it's not exactly a complicated system. But I don't expect it'll be necessary given that Renegade/BRenBot don't use any special sauce in GSA broadcasts and should be compatible with any master server clones.

---

Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Fri, 04 Apr 2014 17:17:55 GMT  
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---

Adad replied to my PM and he's waiting for the community to organize something. The RenList updater still works.

---

Subject: Re: GameSpy Arcade  
Posted by [Hypnos](#) on Sat, 05 Apr 2014 19:27:56 GMT  
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---

What about GameRanger? It's got a tonne of games that GameSpy used to host (AoEII, Stronghold, Stronghold Crusader and many more)

[www.gameranger.com](http://www.gameranger.com)

---

Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Sat, 05 Apr 2014 19:58:38 GMT  
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---

GameRanger is something completely different.

I MIGHT have a update on the GSA master server clone software situation in a week or so.

---

Subject: Re: GameSpy Arcade  
Posted by [Gen\\_Blacky](#) on Sun, 06 Apr 2014 04:07:18 GMT

---

get on it boys

---

**Subject: Re: GameSpy Arcade**

Posted by [iRANian](#) on Sun, 06 Apr 2014 11:07:33 GMT

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hifi is working on a GSA master server clone. Works with RenList and BrenBot GSA. Normal FDS GSA doesn't work and I can't get Dragonade's GSA support working either. Renegade Resurrection crashes with an exception. Havent tested the actual GameSpy Arcade software.

Need to figure out why Dragonade's GSA isn't working and then it's ready to go. For RR Launcher support and completeness some of the client <-> master server encryption support needs to be added.

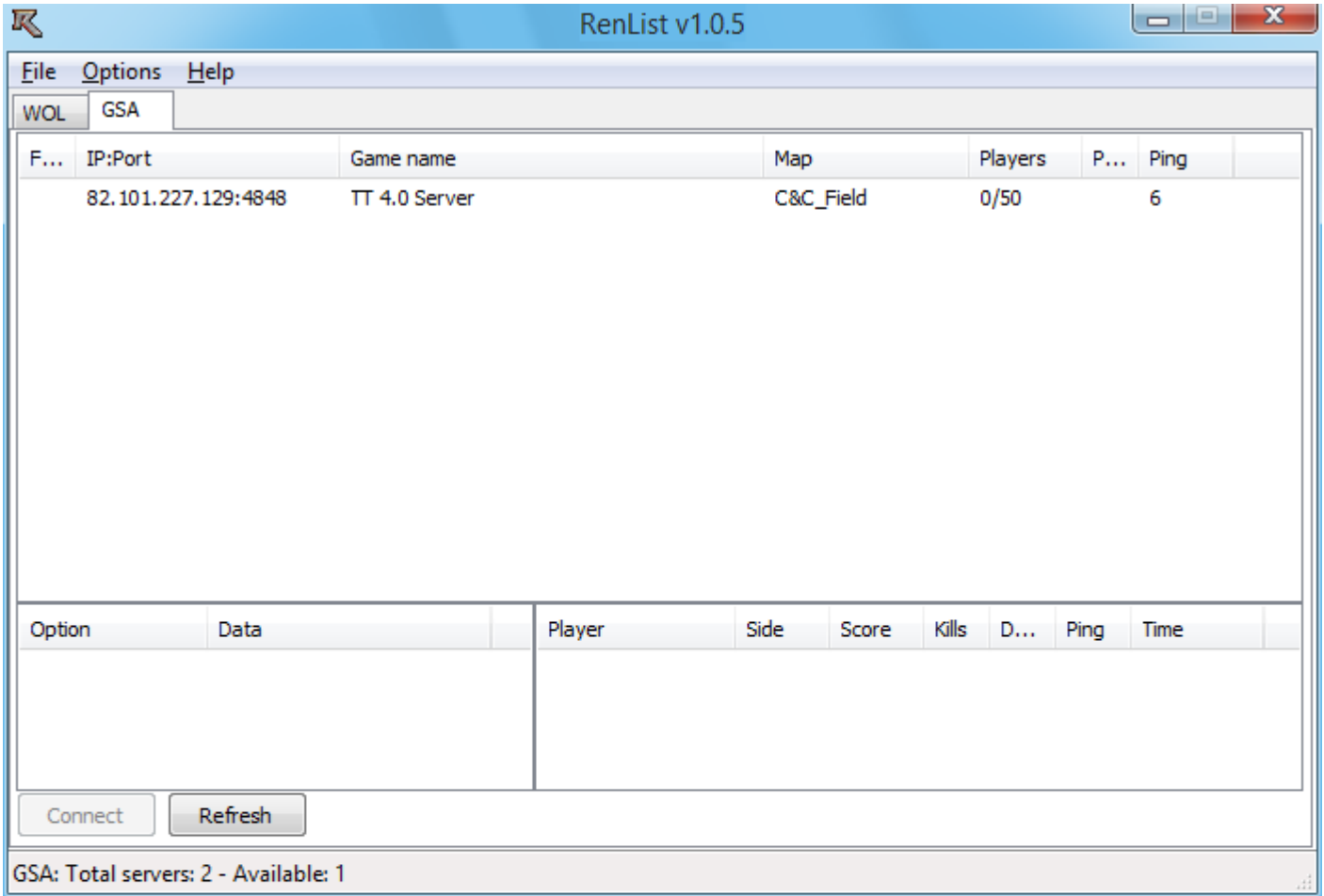
Test server up at 62.113.196.140 ( renmaster.cncnet.org )

Code will be open-source most likely.

---

### File Attachments

1) [Untitled.png](#), downloaded 1871 times



---

Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Sun, 06 Apr 2014 15:08:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Can someone with open ports and a test FDS check if WOLSpy, Dragonade GSA and the FDS' GSA mode work with this test server? thanks.

EDIT: Attached a hex edited version of RenList which connects to the test GSA clone server.

## File Attachments

1) [RenList\\_testGSAserver.zip](#), downloaded 320 times

---

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Subject: Re: GameSpy Arcade  
Posted by [Whitedragon](#) on Sun, 06 Apr 2014 21:26:47 GMT  
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---

Does the GSA plugin work? I mostly copied the protocol from it.

---

---

Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Sun, 06 Apr 2014 22:08:08 GMT  
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---

Haven't tried, seems the issue I'm having is that my ports are blocked even when I open them in my router. For some reason BRenBot's GSA stuff does work.

---

---

Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Mon, 07 Apr 2014 15:30:32 GMT  
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---

So I've been thinking and I doubt we'll get a host as stable as gamespy.com so it might be better to have two different GSA master server clone hosts, but that requires RenList to be updated to try and connect to a different server if the main server goes down.

---

---

Subject: Re: GameSpy Arcade  
Posted by [danpaul88](#) on Mon, 07 Apr 2014 16:18:15 GMT  
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---

It shouldn't be hard at all to make a stable GSA master server clone, there isn't anything particularly clever going on... read string in, shove it into a database, return results to client queries. Time out servers if they don't report for a certain length of time. I still have a copy of the official GSA protocol spec if anyone wants a copy to work from.

I'd be amazed if you couldn't knock up something functional and stable in a day or two. I can provide a stable DNS endpoint if that's what is needed (renlist.danpaul88.co.uk or something)... just give me an IP address to point it at. Heck, I could even host a master server on one of my RPi's, that's how small the requirements would be.

---

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Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Mon, 07 Apr 2014 17:05:19 GMT

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---

We already have clone software. I'm talking about the possibility of one of the hosts of the clone not being 'stable' in the sense that they can be down. Like when XWIS is down. To prevent that two GSA clone master servers can be used. It requires servers to broadcast to both and clients like RenList to be updated.

---

---

Subject: Re: GameSpy Arcade  
Posted by [Jerad2142](#) on Mon, 07 Apr 2014 20:57:32 GMT  
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---

Brandan made an XWIS emulator for ECW a year ago when I was raging about XWIS killing my test results for long games lol.

You could ask him and he might share the source with you (depends if he thinks its good for public release and all that).

---

---

Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Mon, 07 Apr 2014 20:59:42 GMT  
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---

...This is about GSA, not XWIS/WOL.

---

---

Subject: Re: GameSpy Arcade  
Posted by [Ethenal](#) on Mon, 07 Apr 2014 22:29:08 GMT  
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---

XWIS isn't dead yet, at least to my knowledge. That would be a lot more unfortunate I think.

---

---

Subject: Re: GameSpy Arcade  
Posted by [danpaul88](#) on Tue, 08 Apr 2014 07:06:00 GMT  
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---

Do people still use XWIS? I gave up on it when they made it so complicated to get re-re-re-registered with requirement to sign up on their website or some such nonsense. I'd have thought losing GSA would impact more people than losing XWIS these days.

---

---

Subject: Re: GameSpy Arcade  
Posted by [ehhh](#) on Tue, 08 Apr 2014 07:09:25 GMT

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---

pretty sure people do, i personally use xwis through renlist.

how else do i page iran saying he's a fag, fuck irc

---

---

**Subject: Re: GameSpy Arcade**  
Posted by [iRANian](#) on Tue, 08 Apr 2014 14:11:46 GMT  
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---

Both genblacky and danpaul88 are seperately looking into adding BRenBot support for broadcasting to a second server, BRenBot in past used to support broadcasting to GSA and ASE and the current code is modular.

It's very simple to do basically.

---

---

**Subject: Re: GameSpy Arcade**  
Posted by [liquidv2](#) on Wed, 09 Apr 2014 22:23:55 GMT  
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---

i've never used GameSpy, and i still use XWIS  
i was one of the people registered on the old ladder when it froze at the end of 2005, even though i don't remember playing back then lol

---

---

**Subject: Re: GameSpy Arcade**  
Posted by [danpaul88](#) on Sat, 12 Apr 2014 17:45:08 GMT  
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---

<http://www.renegadeforums.com/index.php?t=msg&th=40699&start=0&>

BRenBot update to support servers transitioning gracefully to a new master server by providing the ability to broadcast to multiple master servers

---

---

**Subject: Re: GameSpy Arcade**  
Posted by [iRANian](#) on Sun, 13 Apr 2014 07:58:49 GMT  
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---

^ The new BRenBot supports broadcasting to an unlimited amount of GSA master server (clones). So you can broadcast to master.gamespy.com and two community run clones once the community server hosts are decided on.

---

---

Subject: Re: GameSpy Arcade  
Posted by [InternetThug](#) on Mon, 21 Apr 2014 18:50:52 GMT  
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---

Anyone else get turned on when Iran talks serious and doesn't troll everyone? Man his knowledge of code gets me so wet you could drown an infant in my panties.

Thanks for solving this issue boys.

---

---

Subject: Re: GameSpy Arcade  
Posted by [Ethenal](#) on Mon, 21 Apr 2014 23:33:31 GMT  
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---

ok

---

---

Subject: Re: GameSpy Arcade  
Posted by [InternetThug](#) on Tue, 22 Apr 2014 00:53:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ethenal wrote on Mon, 21 April 2014 16:33ok

Haha he's malfunctioning; or is this an attempt at irritating me? Logging on multiple times a day to type "ok". That's the life. Though I wouldn't leave my house if I looked like you either.

---

---

Subject: Re: GameSpy Arcade  
Posted by [Aircraftkiller](#) on Tue, 22 Apr 2014 02:43:46 GMT  
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---

ok

---

---

Subject: Re: GameSpy Arcade  
Posted by [Gen\\_Blacky](#) on Tue, 22 Apr 2014 04:54:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ok

---

---

Subject: Re: GameSpy Arcade  
Posted by [InternetThug](#) on Tue, 22 Apr 2014 18:09:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ok

---

---

Subject: Re: GameSpy Arcade  
Posted by [Bazil](#) on Wed, 23 Apr 2014 06:43:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Aircraftkiller wrote on Tue, 22 April 2014 06:43Ok

FTFY

---

Subject: Re: GameSpy Arcade  
Posted by [Aircraftkiller](#) on Wed, 23 Apr 2014 16:22:59 GMT  
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---

ok

---

Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Sun, 11 May 2014 10:24:12 GMT  
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---

Bump, it's time to update people. Only 19 days left!

---

Subject: Re: GameSpy Arcade  
Posted by [Bazil](#) on Sun, 11 May 2014 10:32:24 GMT  
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---

ok

---

Subject: Re: GameSpy Arcade  
Posted by [Gen\\_Blacky](#) on Sun, 11 May 2014 20:10:45 GMT  
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---

ok

good job as always.

---

Subject: Re: GameSpy Arcade  
Posted by [InternetThug](#) on Mon, 12 May 2014 03:11:47 GMT  
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---

ok

---

Subject: Re: GameSpy Arcade  
Posted by [Mauler](#) on Mon, 12 May 2014 09:20:21 GMT  
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---

<http://www.ea.com/news/update-on-ea-titles-hosted-on-gamespy>

June 30th is the last day

---

Subject: Re: GameSpy Arcade  
Posted by [InternetThug](#) on Mon, 12 May 2014 20:36:23 GMT  
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---

ok

---

Subject: Re: GameSpy Arcade  
Posted by [Ethenal](#) on Mon, 12 May 2014 21:07:25 GMT  
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---

So does the new RenList version have alternate master servers built-in?

---

Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Mon, 12 May 2014 21:27:00 GMT  
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---

From the looks if it, it just uses Adad's DNS instead of master.gamespy.com

---

Subject: Re: GameSpy Arcade  
Posted by [Adad](#) on Tue, 13 May 2014 16:44:49 GMT  
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---

iRANian wrote on Tue, 13 May 2014 05:27 From the looks if it, it just uses Adad's DNS instead of master.gamespy.com

I will point it the new master server when community have consensus.

---

Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Wed, 21 May 2014 09:20:28 GMT  
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---

Okay so Jelly-server finally started broadcasting to the new community server in addition to the GameSpy master server. That's about 70-80% of the game's playerbase right there.

---

Subject: Re: GameSpy Arcade  
Posted by [Whitedragon](#) on Fri, 23 May 2014 02:28:29 GMT  
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---

What's the address of the new master server?

---

Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Fri, 23 May 2014 10:39:58 GMT  
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renmaster.cncnet.org

---

Subject: Re: GameSpy Arcade  
Posted by [Adad](#) on Sun, 25 May 2014 03:52:31 GMT  
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---

There is only the Jelly-Server...

---

Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Fri, 30 May 2014 19:52:20 GMT  
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---

One more day guys!!!11

Only MPF is on the new server list.

---

Subject: Re: GameSpy Arcade  
Posted by [Gen\\_Blacky](#) on Sat, 31 May 2014 01:01:46 GMT  
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---

run people run

---

Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Sat, 31 May 2014 13:24:21 GMT  
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---

Major happening about to commence!!!1

---

Subject: Re: GameSpy Arcade  
Posted by [Nurple](#) on Sat, 31 May 2014 13:43:11 GMT  
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Did renegade died?

---

Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Sat, 31 May 2014 14:02:48 GMT  
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Neh, GSA hasn't shut down yet. It will happen today and it will probably affect Renegade too, if it doesn't then it will happen on 30 June when EA shuts down their games.

---

Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Sat, 31 May 2014 17:21:40 GMT  
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---

Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Sun, 01 Jun 2014 06:58:56 GMT  
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Okay so GameSpy hasn't shutdown for any game yet. Weird.

---

Subject: Re: GameSpy Arcade  
Posted by [Ethenal](#) on Sun, 01 Jun 2014 14:46:39 GMT  
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That's what I was thinking, lol. I wonder if they got cold feet.

---

Subject: Re: GameSpy Arcade  
Posted by [Jerad2142](#) on Sun, 01 Jun 2014 19:28:47 GMT

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---

Someone walked into the HQ and fired everyone before they could hit the off switch.

---

---

Subject: Re: GameSpy Arcade  
Posted by [Mauler](#) on Sun, 01 Jun 2014 19:35:03 GMT  
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---

June 30th

---

---

Subject: Re: GameSpy Arcade  
Posted by [Jerad2142](#) on Sun, 01 Jun 2014 19:57:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

iRANian wrote on Sat, 31 May 2014 11:21

---

---

Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Sat, 28 Jun 2014 20:21:54 GMT  
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---

This is captain Iran speaking.

RenCorner marathon is using Dragonade 1.5 to broadcast to GSA. It's broadcasting to the clone at renmaster.cncnet.org with broken brenbot settings though:

```
[22:16:16] [22:16:16] <hifi>
\gamename\ccrenegade\gamever\838\hostname\hostport\mapname\C&C_Under_RxD\g
ametype\C&C\numplayers\12\maxplayers\50\CSVR\1\DED\1\password\0\DG\TC\FF\
SC\SSC\brenbot1.54.243\timeleft\0.00.00\Website\www.renforums.com\queryid\2699. 1
[22:16:37] [22:16:37] <hifi> but it doesn't have the port anywhere
[22:16:42] [22:16:42] <hifi> hostport and hostname are both empty
```

Dragonade 1.5 seems to work fine with the clone, it's used by MPF UltraAOW to broadcast there. It's just lacking support for multiple GSA master servers.

Something which Brenbot misses is info for both teams, score/kills/deaths. Dragonade shows two fake players called 'Nod' and 'GDI' to show this info. hifi would like this info to be added to BRenBot for his server list at <http://cncnet.org/renegade-servers>

BrenBot also doesn't allow you to use a custom value for the 'gametype' option while Dragonade 1.5 does. hifi wants to use that to display gametype info.

---

---

Subject: Re: GameSpy Arcade  
Posted by [Ethenal](#) on Sat, 28 Jun 2014 20:26:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

BRenBot is open source, get crackin'

---

Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Sat, 28 Jun 2014 20:49:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

And the GameSpy module is a plugin now. Get working Ethenal.

---

Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Sat, 28 Jun 2014 21:20:32 GMT  
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---

JSON API now available:

[22:59:28] [22:59:28] <hifi> <http://cncnet.org/renegade-api> now exports the crap  
[22:59:40] [22:59:40] <hifi> \_players=1 will enable player listing  
[22:59:47] [22:59:47] <hifi> \_active=1 will filter only active servers  
[22:59:59] [22:59:59] <hifi> key= without any value will add a key to reply from gs data  
[23:00:09] [23:00:09] <hifi> and key=value will filter by gs key/value pair  
[23:00:40] [23:00:40] <Iran\_> can you show an example  
[23:01:04] [23:01:04] <hifi> [http://cncnet.org/renegade-api?\\_active=1&\\_players=1&timeleft=](http://cncnet.org/renegade-api?_active=1&_players=1&timeleft=) show all active servers and their players, add timeleft key into reply

---

Subject: Re: GameSpy Arcade  
Posted by [danpaul88](#) on Sat, 28 Jun 2014 21:35:07 GMT  
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---

First I've heard of any issues with the GSA plugin, can you elaborate exactly what problems you're seeing so I can look into them? I don't run or have access to any server which uses a GSA master server so it's hard to actually test things out on my end.

---

Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Sat, 28 Jun 2014 21:46:51 GMT  
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---

The hostname which RenCorner Marathon is sending is empty. Doesn't seem to be a BRenBot issue, just a configuration one as other servers running BRenBot show up fine.

---

There are three requests:

1. Allow the 'gametype' option to be configurable, at the moment it always sends 'C&C'. Dragonade 1.5 already allows this and hifi might add support for displaying it in the online server list.
2. Add player kills/death/time to player info.
3. Add two fake players Nod and GDI with team score/kills/death.

---

Subject: Re: GameSpy Arcade  
Posted by [shaitan](#) on Sun, 29 Jun 2014 03:46:50 GMT  
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---

I'll tell Blacky to get his butt over here and read this. He redid brenbot a few weeks ago.

---

Subject: Re: GameSpy Arcade  
Posted by [Adad](#) on Sun, 29 Jun 2014 05:06:01 GMT  
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---

RenList will be updated to query renmaster.cncnet.org by 1-Jul 4AM GMT. Server owners may use "master-gsa.renlist.n00b.hk" to broadcast to where RenList query information.

---

Subject: Re: GameSpy Arcade  
Posted by [Jerad2142](#) on Sun, 29 Jun 2014 07:49:47 GMT  
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---

danpaul88 wrote on Sat, 28 June 2014 15:35First I've heard of any issues with the GSA plugin, can you elaborate exactly what problems you're seeing so I can look into them? I don't run or have access to any server which uses a GSA master server so it's hard to actually test things out on my end.

When I host a server it correctly displays player count but it doesn't show players in game in the listing.

---

Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Sun, 29 Jun 2014 08:59:41 GMT  
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---

Jerad Gray wrote on Sun, 29 June 2014 00:49danpaul88 wrote on Sat, 28 June 2014 15:35First I've heard of any issues with the GSA plugin, can you elaborate exactly what problems you're seeing so I can look into them? I don't run or have access to any server which uses a GSA master server so it's hard to actually test things out on my end.

When I host a server it correctly displays player count but it doesn't show players in game in the listing.

That apparently is a bug with latest BRenBot from what I heard, it's working fine for Jelly Marathon

---

Subject: Re: GameSpy Arcade

Posted by [danpaul88](#) on Sun, 29 Jun 2014 09:52:20 GMT

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---

iRANian wrote on Sat, 28 June 2014 22:46The hostname which RenCorner Marathon is sending is empty. Doesn't seem to be a BRenBot issue, just a configuration one as other servers running BRenBot show up fine.

There are three requests:

1. Allow the 'gametype' option to be configurable, at the moment it always sends 'C&C'.

Dragonade 1.5 already allows this and hifi might add support for displaying it in the online server list.

2. Add player kills/death/time to player info.

3. Add two fake players Nod and GDI with team score/kills/death.

Fake players is a bad idea, however the GSA spec already has a correct way for sending team scores so I'll add support for that.

This goes in the players response and looks like this;

```
\score_t0\100\score_t1\150
```

---

Subject: Re: GameSpy Arcade

Posted by [danpaul88](#) on Sun, 29 Jun 2014 10:23:13 GMT

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---

Updated copy of the GSA plugin for BRenBot 1.54, you don't have to replace your XML file unless you want to use the new game\_type config value, it will default to C&C if you don't have the entry.

Also added renmaster.cncnet.org as a default entry in the master servers list.

Note that this version of the plugin more closely follows the GSA spec and sends player teams as numerals rather than strings. The string for the team name is contained in the new team data which is sent as part of this update (\team\_t#\teamnamehere\score\_t#\teamscorehere). Clients which do not follow the GSA spec correctly might require updates to render this correctly.

Revision: 311

Author: danpaul88

Date: 29 June 2014 11:15:50

Message:

Updated GSA plugin to 1.1

- Added player kills and deaths to player data response
- Added team names and scores to player data response
- Player teams now show their numerical ID instead of the textual name (clients should read the name from \team\_t#\name\ instead, where # is the players indicated team)
- Support for setting a custom gametype via config XML

- Added renmaster.cncnet.org to list of default master servers in config XML

----

Modified : /BRenBot 1.x/trunk/Plugins/gamespy/gamespy.pm

Modified : /BRenBot 1.x/trunk/Plugins/gamespy/gamespy.xml

---

## File Attachments

1) [gsa\\_plugin\\_1.02.7z](#), downloaded 223 times

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Subject: Re: GameSpy Arcade

Posted by [iRANian](#) on Sun, 29 Jun 2014 11:37:25 GMT

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Awesome

Rencorner marathon is now showing the current hostname on CnCNet. hifi wrote a launcher to handle renegade:// URIs and I'm almost done writing an installer for it.

Where does BRenBot read the port it uses to broadcast too and receive data from clients from?

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Subject: Re: GameSpy Arcade

Posted by [iRANian](#) on Sun, 29 Jun 2014 12:42:49 GMT

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Could people test this installer for me? It should find your Renegade directory and ask you to install to it. Afterwards you should be able to connect to servers listed on <http://cncnet.org/renegade-servers> by clicking on their IP address on that page.

<https://www.dropbox.com/s/xjgwubnahnoftv9/RenLauncherInstaller.exe>

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Subject: Re: GameSpy Arcade

Posted by [danpaul88](#) on Sun, 29 Jun 2014 12:45:47 GMT

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iRANian wrote on Sun, 29 June 2014 12:37

Where does BRenBot read the port it uses to broadcast too and receive data from clients from?

The UDP query port is in GameSpy.xml

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Subject: Re: GameSpy Arcade

Posted by [Ethenal](#) on Tue, 01 Jul 2014 02:16:55 GMT

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---

That's what I get with revision 313. Any ideas? Regardless of that being messed up, we're on RenList and people can connect, so that's all that matters.

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Subject: Re: GameSpy Arcade  
Posted by [danpaul88](#) on Tue, 01 Jul 2014 08:09:56 GMT  
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---

I'd need to see the actual raw query strings it's sending back really to see what the problem is (assuming its not a parsing issue in your client)

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Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Tue, 01 Jul 2014 08:17:53 GMT  
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nvm

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Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Tue, 01 Jul 2014 08:18:48 GMT  
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```
\status\gamename\ccrenegade\gamever\838\hostname\Jelly-Server.com  
[Marathon]\hostport\8113\mapname\C&C_Volcano\gametype\C&C\numplayers\20\  
maxplayers\50\CSVR\1\DED\1\password\0\DG\1\TC\0\FF\0\SC\0\SSC\brenbot1.54.2\time  
left\0.19.49\Website\www.jelly-server.com\IRC\irc.jelly-server.com\Teamspeak\ts.  
jelly-server.com\queryid\1174.1\team_t0\Nod\score_t0\8225\team_t1\GDI\score_t1\5  
542\final\queryid\1174.2
```

Player info isn't sent, not sure if it's because of the double queryid. RenList doesn't show the team\_tX and team\_tX as options in the left pane where it shows raw options like gametype..I think it's parsing it as a player and hence it showing a bugged GDI player in the player list.

Here's how it looks for Dragonade:

```
\status\gametype\Marathon\mapname\C&C_Volcano_RxD.mix\nextmap\C&C_Field .mix\Time  
Elapsed\03.13.33\Time Limit\00.00.00\Starting Credits\100\FDS\Dragonade 1.6\Bot\BRenBot  
1.54\Website\www.RenCorner.com\IRC\irc.RenCorner.com\TS\ts.RenCorner.com\Crates\  
1\Donate\1\Loot\1\Infinite Ammo\1\Advanced Kill Messages\1\Parachutes\1\Points  
Distribution\1\Extra Radio Commands\1\Request Team Change\1\Spawn Protection\1\Squad  
System\1\Taunts\1\Vehicle Ownership\1\Vehicle Shells\1\Vehicle Queue\1\RenCorner Server  
Settings\1\Sounds\1\Veteran System\1\Purchasable Weapons\1\hostname\ RenCorner  
Marathon\gamename\ccrenegade\gamever\838\hostport\5000\password\0\numplayers\1\m  
axplayers\50\queryid\807.1.\player_0\Nod\score_0\2440\kills_0\0\deaths_0\0\time_
```

0\03.13.33\ping\_0\4\team\_0\Nod\player\_1\GDI\score\_1\0\kills\_1\0\deaths\_1\0\time\_1\03.13.33\ping\_1\1\team\_1\GDI\player\_2\HAJDAMAR\score\_2\2440\kills\_2\0\deaths\_2\0\time\_2\00.05.08\ping\_2\175\team\_2\Nod\queryid\807.2.\final\queryid\807.3.

---

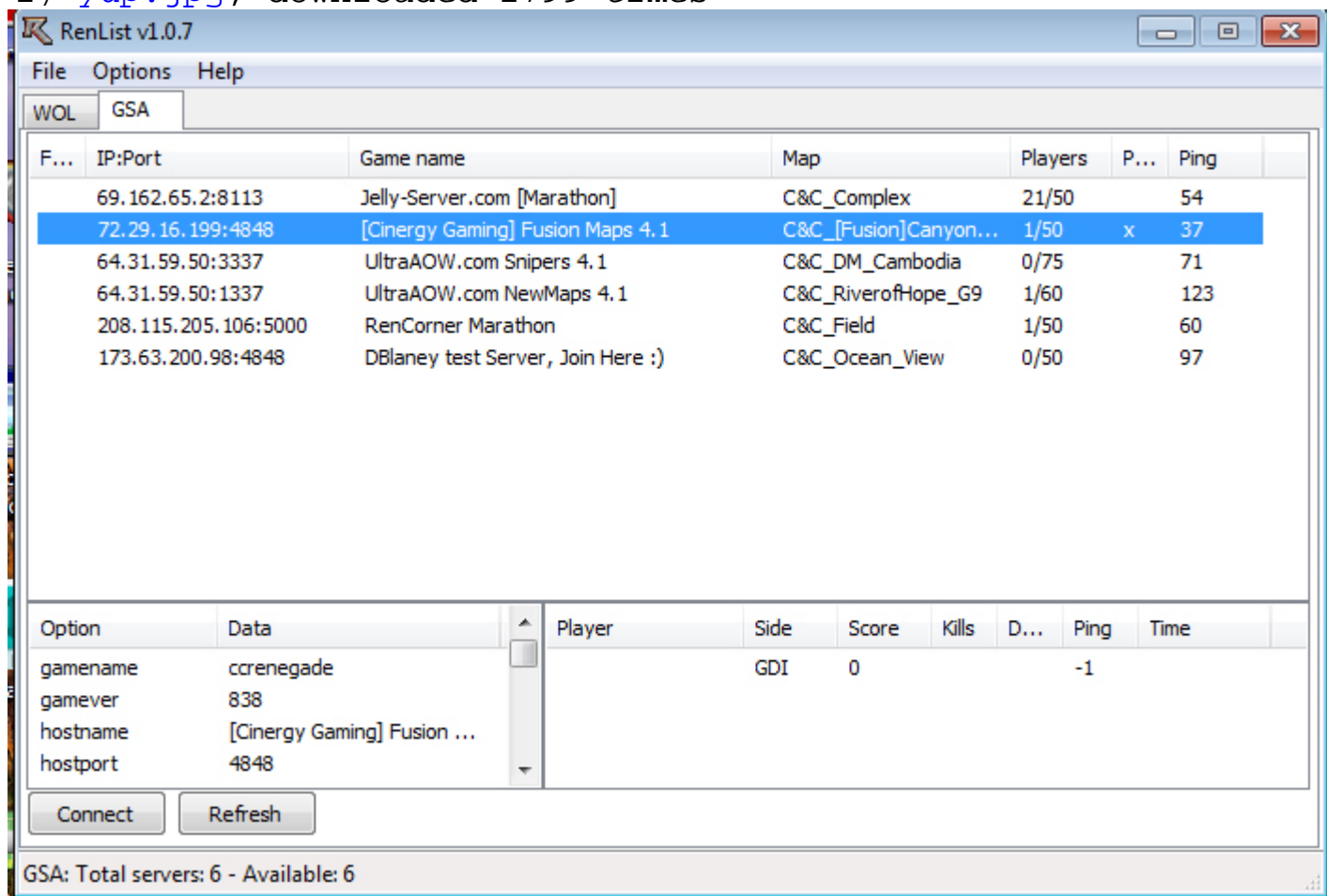
Subject: Re: GameSpy Arcade  
Posted by [roszek](#) on Tue, 01 Jul 2014 08:47:13 GMT  
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---

We get the same thing...

### File Attachments

1) [yup.jpg](#), downloaded 1799 times



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 09:18 Player 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 separate UDP packets, the master server software's job is to reconstruct all the packets with the same queryid in order of the .# component and use that as the final packet).

---

Subject: Re: GameSpy Arcade

Posted by [iRANian](#) on Tue, 01 Jul 2014 09:14:11 GMT

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---

The master server doesn't do that, it's strictly client to BRenBot communication. All that the master server does is keep a list of server IPs+Ports that the client should query directly for info. The query response I copy pasted from WireShark which showed my IP communicating with all the Renegade servers on the list directly, e.g. showed Jelly-Marathon's IP with the query data bytes/packets.

The problem is that player info isn't being sent, the fake player on GDI is probably showing up because RenList doesn't parse stuff properly and thinks the team Nod and team GDI scores info represent a GDI player.

BTW how do you know the team\_tX and score\_tX are part of the GameSpy spec?

---

Subject: Re: GameSpy Arcade

Posted by [danpaul88](#) on Tue, 01 Jul 2014 12:28:47 GMT

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---

As I mentioned earlier in this topic I have a copy of the official developer specification for GSA. If you'd like a copy let me know via PM.

---

Subject: Re: GameSpy Arcade

Posted by [Adad](#) on Tue, 01 Jul 2014 13:36:36 GMT

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---

RenList didn't expect team\_\* contain 2 definitions.

---

Subject: Re: GameSpy Arcade

---

Posted by [iRANian](#) on Tue, 01 Jul 2014 14:25:20 GMT

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---

danpaul88 wrote on Tue, 01 July 2014 05:28As I mentioned earlier in this topic I have a copy of the official developer specification for GSA. If you'd like a copy let me know via PM. Yes, this would interest hifi greatly too. I'll pass it on to him if you don't mind that.

Sorry I didn't see you state that earlier on in this topic.

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Subject: Re: GameSpy Arcade

Posted by [iRANian](#) on Tue, 01 Jul 2014 14:38:15 GMT

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---

Adad wrote on Tue, 01 July 2014 06:36RenList didn't expect team\_\* contain 2 definitions. Should work if you filter for the keys/options 'team\_t0' and 'team\_t1' I assume?

---

---

Subject: Re: GameSpy Arcade

Posted by [danpaul88](#) on Tue, 01 Jul 2014 14:43:50 GMT

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---

From the GSA spec;

Quote>Note the difference between "team\_0" (which would indicate which team player 0 is on) and "team\_t0" (which would indicate the name for team 0).

Also

Quote:If you define a key that ends with an underscore and then a number (such as score\_1), it is assumed to be a custom player field and will be displayed by GameSpy on the player list. If the key ends in an underscore then a "t" and a number (such as score\_t1) it is assumed to be a custom team field and will be displayed by GameSpy on the team list.

So, anything that is \_t# is a team property and anything that is \_# is a player property.

---

---

Subject: Re: GameSpy Arcade

Posted by [iRANian](#) on Tue, 01 Jul 2014 19:05:07 GMT

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---

The issue with the player list info not getting sent is this:

```
my %playerList = plugin::get_playerlist();
my $numPlayers = scalar(keys %playerList);
```

```
my $i = 0;
my $string = "";
```

```
# Send player data in batches of 15 players to avoid overrunning the length limitations
while (my ($id, $player) = each(%playerlist))
```

```
while (my ($id, $player) = each(%playerlist))
```

'playerlist' should be 'playerList'.

---

---

Subject: Re: GameSpy Arcade

Posted by [Ethenal](#) on Tue, 01 Jul 2014 19:06:44 GMT

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---

^ thanks for iran's help, i'll commit the fix to svn right now

P.S. I committed two SVN revisions, one of which fixes the spelling error, and one of which reverses danpaul's change to make the team id be displayed instead of team name, which can be gathered from the team listing if properly read. My bad. You can reverse that if you wish DP, but for the meantime RenList does not display it very correctly.

I'm guessing he made that change because of the mods that use different team names - don't hate me, I committed it before I read the log for your gamespy.pm change. :(

---

---

Subject: Re: GameSpy Arcade

Posted by [iRANian](#) on Tue, 01 Jul 2014 19:26:00 GMT

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---

I was wondering.

This was changed in BRenBot:

>Player teams now show their numerical ID instead of the textual name (clients should read the name from \team\_t#\name\ instead, where # is the players indicated team)

Does the Renegade server do this?

---

---

Subject: Re: GameSpy Arcade

Posted by [roszek](#) on Tue, 01 Jul 2014 21:19:57 GMT

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---

Yeah that fixed it thanks

I was still getting that weird GDI thing when the server is empty so I made the change in the

---

original gamespy.pm that danpaul uploaded and now it shows nothing if empty and the players if not.

I thought I read that the fake players were added for servers using Dragonade or was there something else that was fixed?

---

---

**Subject: Re: GameSpy Arcade**  
Posted by [Jerad2142](#) on Tue, 01 Jul 2014 21:27:18 GMT  
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---

roszek wrote on Tue, 01 July 2014 15:19 Yeah that fixed it thanks

I was still getting that weird GDI thing when the server is empty so I made the change in the original gamespy.pm that danpaul uploaded and now it shows nothing if empty and the players if not.

I thought I read that the fake players were added for servers using Dragonade or was there something else that was fixed?  
So what change did you make, because currently mine is always listing GDI just like you had (After applying the patch, before it didn't display anything).

---

---

**Subject: Re: GameSpy Arcade**  
Posted by [danpaul88](#) on Tue, 01 Jul 2014 21:31:44 GMT  
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---

Ethanal wrote on Tue, 01 July 2014 20:06^ thanks for iran's help, i'll commit the fix to svn right now

P.S. I committed two SVN revisions, one of which fixes the spelling error, and one of which reverses danpaul's change to make the team id be displayed instead of team name, which can be gathered from the team listing if properly read. My bad. You can reverse that if you wish DP, but for the meantime RenList does not display it very correctly.

I'm guessing he made that change because of the mods that use different team names - don't hate me, I committed it before I read the log for your gamespy.pm change. ;(

I see you reverted it anyway, but for future reference you shouldn't use `brTeams::` in plugins anyway, `plugin::team_get_name(#)` is what you would use (and is actually in used about 10 lines further down from your edit to output the team names based on teams.cfg)

And yes, it is for mod support... and not just for BHP mods either. In theory things like RP2 might want different team names etc and this is the correct way to do that as per the developer spec

@Iran good spot with the capital L, I usually use playerlist without the capital and probably copy/pasted the for each loop from somewhere else when I moved the code into a plugin. I hadn't had time to look into why it wasn't working since I was at work all day, but now I guess I won't need to bother

For anyone who hasn't got a copy and wants one, I have attached version 1.03 which includes the aforementioned fix

### File Attachments

---

1) [gsa\\_plugin\\_1.03.7z](#), downloaded 244 times

---

---

**Subject: Re: GameSpy Arcade**

Posted by [roszek](#) on Tue, 01 Jul 2014 21:31:50 GMT

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---

Well I just changed the one in the original .pm that was in the tt forums but now I see it is not showing kills death and time. So in the new one that was uploaded here by danpaul that must of been fixed but why the fake players?

---

---

**Subject: Re: GameSpy Arcade**

Posted by [danpaul88](#) on Tue, 01 Jul 2014 21:35:50 GMT

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---

They're not "fake" players, they are the team names and scores, your client just isn't parsing it properly. You'll have to get the author of the client you are using to fix that. Also see the updated file above which I edited in whilst you were posting.

---

---

**Subject: Re: GameSpy Arcade**

Posted by [Jerad2142](#) on Tue, 01 Jul 2014 21:37:57 GMT

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---

danpaul88 wrote on Tue, 01 July 2014 15:31

And yes, it is for mod support... and not just for BHP mods either. In theory things like RP2 might want different team names etc and this is the correct way to do that as per the developer spec

Rp2 has its own client for browsing servers, this is just for the Renegade map I'm making lol. I'll give this plug in a try and tell you if it does the trick!

Edit: Yeah it seems I'm getting the same issue with this plugin:

## File Attachments

1) [Untitled.png](#), downloaded 1281 times

RenList v1.0.7

File Options Help

WOL GSA

F...	IP:Port	Game name	Map	Players	Passworded
	64.31.59.50:1337	UltraAOW.com NewMaps 4.1	C&C_River_Canyon	20/60	
	208.115.205.106:5000	RenCorner Marathon	C&C_Field	14/50	
	68.51.28.61:8913	TTP-Gaming.net - All Out War	C&C_Walls_Flying	6/50	
	69.162.65.2:8113	Jelly-Server.com [Marathon]	C&C_Walls_Flying	3/50	
	96.2.58.204:4848	Open world bear hunter!	c&c_bear_island	1/126	
	64.31.59.50:3337	UltraAOW.com Snipers 4.1	C&C_DM_Cambodia	0/75	
	72.29.16.199:4848	[Cinergy Gaming] Fusion Maps 4.1	C&C_[Fusion]Canyo...	0/50	x
	69.162.65.2:9500	Jelly-Server.com [Derp]	C&C_Field	0/50	
	173.63.200.98:4848	DBlaney test Server, Join Here :)	C&C_Wasteland	0/50	
	68.51.28.61:8910	TTP-Gaming.net - NoReload Snipe	C&C_Volcano	0/24	

Option Data Player Side Score Kills D... Ping Time

gamename	ccrenegade		Humans	0				-1	
gamever	838								
hostname	Open world bear hunter!								
hostport	4848								

Connect Refresh

GSA: Total servers: 10 - Available: 10

---

Subject: Re: GameSpy Arcade

Posted by [roszek](#) on Tue, 01 Jul 2014 21:43:59 GMT

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Ah I see, thanks danpaul.

---

Subject: Re: GameSpy Arcade

Posted by [danpaul88](#) on Tue, 01 Jul 2014 21:50:57 GMT

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Looks like renlist needs a patch to implement the teams part of the GSA spec correctly

---

Subject: Re: GameSpy Arcade

Posted by [Jerad2142](#) on Tue, 01 Jul 2014 21:55:27 GMT

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---

danpaul88 wrote on Tue, 01 July 2014 15:50 Looks like renlist needs a patch to implement the teams part of the GSA spec correctly

So I changed the teams back in the teams.cfg file back to GDI and Nod, but it is still showing humans as the team name (after brenbot reboot).

---

---

Subject: Re: GameSpy Arcade

Posted by [Ethenal](#) on Tue, 01 Jul 2014 22:12:50 GMT

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---

I was using the latest version of gamespy.pm from the SVN when I found that %playerList was misspelled; I don't know if it's like that in the older versions. Regardless, RenList doesn't correctly implement the team logic at this time, so the player list may still act a little funny. Adad has been notified, though.

On our server through RenList, the first player's team would get messed up in some way, so I commented it out for the time being until RenList can be fixed.

EDIT: Duly noted about using plugins:: namespace, I didn't bother to look if that function was present in there. I will next time.

---

---

Subject: Re: GameSpy Arcade

Posted by [zunnie](#) on Fri, 04 Jul 2014 19:56:18 GMT

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---

So far the new master server seems to be running good Nice.

---

---

Subject: Re: GameSpy Arcade

Posted by [Mauler](#) on Fri, 04 Jul 2014 19:59:21 GMT

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---

I don't think any one noticed that the regular GSA is still up..

---

---

Subject: Re: GameSpy Arcade

Posted by [zunnie](#) on Fri, 04 Jul 2014 20:01:45 GMT

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---

I noticed indeed. We're transmitting to both currently.

---

---

Subject: Re: GameSpy Arcade  
Posted by [Ethenal](#) on Sat, 05 Jul 2014 13:02:06 GMT  
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---

Mauler wrote on Fri, 04 July 2014 14:59 I don't think any one noticed that the regular GSA is still up..  
I just did, how fucking stupid, they won't even live up to their own deadline.

This is really pissing me off, because now Jelly doesn't show up on the old GSA, but appears on the new one fine.

Quote:

```
<!-- List of master servers to send broadcasts to, enter these as IP:Port pairs. Comment out  
this setting if you do not want to broadcast to any master servers -->  
<cvar name="master_servers">  
  <value>master.gamespy.com:27900</value>  
  <value>renmaster.cncnet.org:27900</value>  
</cvar>
```

^ Is that correct? Anything wrong here?

---

---

Subject: Re: GameSpy Arcade  
Posted by [danpaul88](#) on Sat, 05 Jul 2014 13:19:56 GMT  
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---

Ethenal wrote on Sat, 05 July 2014 14:02 This is really pissing me off, because now Jelly doesn't show up on the old GSA, but appears on the new one fine.

Why aren't you broadcasting to both simultaneously?

---

---

Subject: Re: GameSpy Arcade  
Posted by [Ethenal](#) on Sat, 05 Jul 2014 15:52:26 GMT  
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---

That's what I'm asking, those are my cvars in my previous post, BRenBot says it is broadcasting to both servers, but as far as I can tell it only appears on the CnCNet server.

---

---

Subject: Re: GameSpy Arcade  
Posted by [danpaul88](#) on Sat, 05 Jul 2014 16:02:44 GMT  
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---

I think you must have edited your post, the cvar stuff wasn't there when I originally wrote my reply above (or I didn't notice it, always a possibility).

Anyway, those settings look correct to me so I don't see why it wouldn't be listed on both masters.

You could try using something like Wireshark to check it is actually sending packets to both master servers and see if there is some sort of error connecting to the original GSA master?

---

---

Subject: Re: GameSpy Arcade  
Posted by [Ethenal](#) on Sat, 05 Jul 2014 16:31:30 GMT  
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---

I'll try and do that when I get home tonight, I only found out this morning when I was getting ready for work that it wasn't showing up on GSA (though I didn't know GSA was still up) and so I had no time to look into it extensively.

---

---

Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Sat, 05 Jul 2014 21:11:57 GMT  
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---

GSA has said for many years that they're shutting down..they might have shut down services like account management and ranking (as used by other C&C games) already. No idea though.

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---

Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Sat, 05 Jul 2014 21:50:44 GMT  
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---

You used the HOSTS file to redirect master.gamespy.com to the new cncnet.org server when you were testing the FDS gamespy mode, didn't you?

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---

Subject: Re: GameSpy Arcade  
Posted by [Ethenal](#) on Sat, 05 Jul 2014 22:43:22 GMT  
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---

Yes but I fixed that, it remains to be seen if maybe the DNS entry was being cached but I did restart BR and I tried pinging master.gamespy.com from the box and it showed the correct IP address.

---

---

Subject: Re: GameSpy Arcade  
Posted by [Jerad2142](#) on Sat, 19 Jul 2014 18:37:23 GMT  
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---

Do we have reenlist pinned on these forums somewhere?

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---

Subject: Re: GameSpy Arcade  
Posted by [Xpert](#) on Sat, 19 Jul 2014 19:23:03 GMT  
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---

It's not pinned but it's here

<http://www.renegadeforums.com/index.php?t=msg&th=40719&start=0&>

---

Subject: Re: GameSpy Arcade  
Posted by [Jerad2142](#) on Sat, 19 Jul 2014 19:42:07 GMT  
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---

Xpert wrote on Sat, 19 July 2014 13:23It's not pinned but it's here

<http://www.renegadeforums.com/index.php?t=msg&th=40719&start=0&>

I'm saying it should be pinned because its rather important, possibly in multiple locations, IE Renegade Client and mod release. Because if a new player wants to play this game they either have to go on an easter egg hunt for reenlist or they have to deal with xpis registration.

---

Subject: Re: GameSpy Arcade  
Posted by [iRANian](#) on Sat, 19 Jul 2014 20:46:34 GMT  
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---

The Renegade GSA master server is still up even after the services for all the other C&C games were shutdown a few days.

---

Subject: Re: GameSpy Arcade  
Posted by [Generalcamo](#) on Thu, 24 Jul 2014 17:18:03 GMT  
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---

They probably do not even realize Renegade has GSA. It will probably be removed when they start to question why some mysterious connections are being made to the servers.

---

Subject: Re: GameSpy Arcade  
Posted by [roszek](#) on Sat, 26 Jul 2014 14:01:27 GMT  
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---

Gamespy is gone. Good riddance.

---

Subject: Re: GameSpy Arcade

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Posted by [iRANian](#) on Sun, 27 Jul 2014 08:33:54 GMT

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---

Yup, can confirm that it no longer works with Resurrection Launcher's GSA client.

---