Subject: RenList 1.0.8
Posted by Adad on Sun, 03 Aug 2014 08:31:47 GMT
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RenList provides the ability to retrieve server list from GameSpy and WOL. You can also connect to any listed servers by pressing "Connect" or double-clicking the selected server.

Changes since the last release:

1.0.8 - 3 Aug, 2014
* Change: Parsing GameSpy query header "[name]_t#" as server option to follow GameSpy specification (UI for this will be added in future update)
* Change: Column "Favorite" can no longer be sorted
* Fix: Catch connect throttle error from WOL
* Fix: Sorting now works for customized GSA column order
* Fix: Join button on WOL is now enabled when closing Server Information
* Remove: Renegade Resurrection support

Full changelog1.0.8 - 3 Aug, 2014
* Change: Parsing GameSpy query header "[name]_t#" as server option to follow GameSpy specification (UI for this will be added in future update)
* Change: Column "Favorite" can no longer be sorted
* Fix: Catch connect throttle error from WOL
* Fix: Sorting now works for customized GSA column order
* Fix: Join button on WOL is now enabled when closing Server Information
* Remove: Renegade Resurrection support

1.0.7 - 10 May, 2014
* Update: Master servers list

1.0.6 - 26 Aug, 2012
* Fix: "General" is now the default page in settings dialog
* Fix: Handling of empty GSA server data
* Update: WOL sign in error information

1.0.5 - 28 Aug, 2011
* Add: channel ban notification for WOL servers
* Fix: Incorrect nickname to join WOL servers
* Fix: WOL servers information is now parsed correctly

1.0.4 - 5th Apr, 2010
* Change: Updated wxWidgets to 2.8.10
* Fix: XWIS server IP and Port

1.0.3 - 4th Apr, 2009
* Add: Unlimited WOL buddy list
* Add: Players count for GDI and Nod in WOL server info dialog
* Add: Page ability for nicknames in buddy list

* Add: Detection of Renegade installation from The First Decade
* Add: Renegade Resurrection support (Disabled by default)
* Change: RenList will ask for prompt settings dialog during first startup
* Change: GameSpy is now enabled by default
* Change: Reduced executable size
* Fix: Crash when sorting WOL players in server information dialog
* Fix: Duplicate query for favorited GameSpy servers
* Fix: RenList process would continue running in background if it was closed after WOL Server Info was left open.
* Fix: No longer show negative max player number for WOL servers
* Fix: "Connect" button in WOL server info dialog no longer disabled in empty server
* Fix: WOL Reconnect delay

1.0.2 - 19th Nov, 2008
* Add: +multi parameter support for Renegade (Default is disabled)
* Fix: Can't enter characters in text boxes
* Fix: Passworded WOL servers always prompt "Incorrect password"

1.0.1 - 12th Nov, 2008
* Fix: Crash when launching Renegade from selected GSA server
* Fix: "Connect" and "Join" button won't change its state after Renegade is terminated if the section that own the button is not enabled

1.0.0 - 11th Nov, 2008
* Add: You can now copy IP:Port of GameSpy servers to clipboard from right-click menu and select "Copy IP:Port to clipboard"
* Add: More error checking in update downloader
* Add: It's now always check for Renegade executable existence before launching the game
* Add: Main window position is now remembered
* Add: Display GameSpy server info (player info and game config)
* Add: "F5" on keyboard can now refresh servers list in selected tab
* Add: Display WOL server game config
* Add: Ability to use direct-connect in WOL servers and bypass direct-connect kicker
* Fix: Item "Connect" in right click menu in GSA server list is now disabled if Renegade executable does not exist
* Fix: Non-favorite servers no longer appear as favorites in the GSA right click menu.
* Fix: Incorrect sort order for the servers below the last favorited server
* Fix: Freeze while GameSpy servers list is refreshing

0.3.0 - 1st Oct, 2008

* Add: Ability to add/move/remove column (You can set by right click on server lists header or from menu "Option" -> "Column settings")
* Add: Indicator for ascend/descend sort in GameSpy and WOL server listing
* Add: Statusbar is now show the current status of GameSpy and WOL
* Add: Button to control connection to WOL
* Add: Config option for WOL reconnect delay after disconnection (5 - 30 seconds)
* Add: Columns width is now remembered

* Change: Adjust settings dialog checkboxes string
* Change: Auto reconnect will be disabled if WOL responded with invalid password or serial
* Change: Settings code has been simplified for features from the future
* Change: Pressing enter in config dialog text fields is now equal to pressing "Save" button
* Fix: Memory leak from WOL server player info

0.2.0 - 26th Sep, 2008

* Add: Auto updater
* Add: New menu for settings and merged settings dialogs
* Add: Check for Renegade executable existence
* Add: Check for Renegade path on first start
* Add: Ability to sort WOL server players list
* Add: Time-left label in WOL server player list
* Add: Refresh selected GameSpy server
* Change: Moved to wxWidgets 2.8.9
* Change: Blocked columns resize (except player name) in WOL server player list
* Change: The way of how it store GameSpy favorite servers. Even GameSpy master is unavailable, it will still query favorite servers and list if available
* Change: GameSpy and WOL servers list is now output instantly with sort ability
* Change: WOL players list is now sort by current in-game rank by default
* Change: RenList.xrc is no longer needed. It is being merged with RenList.exe
* Fixed: GameSpy servers list is now decrypted properly
* Remove: "Settings" buttons are removed

ReadmeRenList 1.0.8 by Adad

* What does it do:
RenList provides the ability to retrieve server list from GameSpy and WOL.
You can also connect to any listed servers by pressing "Connect" or double-clicking the selected server.

>* Usage:
->* WOL:
RenList can list servers from WOL as long as you provide a valid nickname, password and serial to connect.
You may play in any of the servers with 2 clicks; even if they are Direct-Connect protected.

->* WOL Buddy List:
RenList has its own WOL buddy list manager.
Unlike the one from Renegade, this allows an unlimited amount of buddies to be added.
You can also delete, edit and page buddies from the manager.

->* WOL Page ability:
RenList has a nice multi-tab console to send and receive pages from WOL.
Once a page is received, the window will flash to get your attention.
The * at the end of a tab name indicates that you have an unread message from the player.

->* GSA:
RenList can list servers from GameSpy.
You may play in any of the servers by double-clicking the selected server or clicking the "Connect" button.

->* Custom Columns:
RenList provides a way to customize columns to fit your needs including visibility, order and width.
Right click on the column header or from menu: "Options" -> "Columns editor".
The above settings are stored in RenList.xml so you don't have to redo it everytime you start RenList.

>* Note:
RenList developers are not responsible for any actions done by WOL, such as bans.

>* Changelog:
- Read changelog.txt

>* Enjoy RenList!

You can update via auto-updater, download from Here or attached file.

File Attachments
1) RenList-1.0.8.zip, downloaded 903 times

Subject: Re: RenList 1.0.8
Posted by Xpert on Sun, 03 Aug 2014 09:29:00 GMT
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Or if you have RenList already, go to Help -> Check for updates.

You'll automatically get 1.0.8.

PS: Hi Adad!

Subject: Re: RenList 1.0.8
Posted by roszek on Sun, 03 Aug 2014 10:33:44 GMT
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Wow nice! Everything works great.

Subject: Re: RenList 1.0.8
Posted by OuTSMoKE on Wed, 06 Aug 2014 13:42:57 GMT
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Edit: nvm issue seems to not be in renlist

Subject: Re: RenList 1.0.8
Posted by shaitan on Sat, 11 Oct 2014 16:35:32 GMT
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Renlist gsa portion doesn't seem to be working for people today/last night.

Subject: Re: RenList 1.0.8
Posted by Mauler on Sat, 11 Oct 2014 16:59:49 GMT
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Just restart the brenbot.. seems to fix it

Subject: Re: RenList 1.0.8
Posted by shaitan on Sat, 11 Oct 2014 17:11:16 GMT
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You want me to go restart all of the server owners brenbots, for multiple people having the same problem? That'll be interesting to try to do.
I had the same issue this morning, and I've even had my hosts file directed towards the actual IP since he setup the mock gsa.
This morning there was zero servers showing on gsa, right now there is one.

Subject: Re: RenList 1.0.8
Posted by Mauler on Sat, 11 Oct 2014 17:30:45 GMT
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Server owners need to restart their respective bots to properly display in the Renlist program..

Don't ask me why that is.. The only server ATM is ours and restarting the bot resolved it..

Subject: Re: RenList 1.0.8
Posted by Jerad2142 on Sat, 11 Oct 2014 18:25:21 GMT
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shaitan wrote on Sat, 11 October 2014 11:11You want me to go restart all of the server owners brenbots, for multiple people having the same problem? That'll be interesting to try to do.
I had the same issue this morning, and I've even had my hosts file directed towards the actual IP since he setup the mock gsa.
This morning there was zero servers showing on gsa, right now there is one.
Just bring XPIS down and they'll all restart.

Subject: Re: RenList 1.0.8
Posted by Ethenal on Sat, 11 Oct 2014 23:27:22 GMT
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Jerad Gray wrote on Sat, 11 October 2014 13:25shaitan wrote on Sat, 11 October 2014 11:11You want me to go restart all of the server owners brenbots, for multiple people having the same problem? That'll be interesting to try to do.
I had the same issue this morning, and I've even had my hosts file directed towards the actual IP since he setup the mock gsa.
This morning there was zero servers showing on gsa, right now there is one.
Just bring XPIS down and they'll all restart.
Servers with a WOL proxy (i.e. Jelly, presumably all the ones with players) won't crash from that

I wasn't around when it was a problem but it seems fine now... if you're using a recent version of BRenBot (and its broadcasting from GSA) you can probably just do !plugin_unload gamespy, wait 5 seconds, then !plugin_load gamespy

there definitely is less servers than two days ago though

Subject: Re: RenList 1.0.8
Posted by Wyld1USA on Thu, 04 Dec 2014 17:10:07 GMT
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Anyone getting this (no servers showing):

WOL works fine.

Subject: Re: RenList 1.0.8
Posted by Good-One-Driver on Thu, 04 Dec 2014 21:23:52 GMT

I only get the rc servers showing up.

File Attachments
1) renlist.png, downloaded 2319 times

Subject: Re: RenList 1.0.8
Posted by danpaul88 on Thu, 04 Dec 2014 22:19:35 GMT
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The IP address of the master server probably changed if everything stopped working at the same time. BRenBots UDP socket only resolves the hostname when the plugin loads, if the IP changes mid-session the GSA broadcasts will continue going to the old IP address until the GSA session is recycled (which can be achieved by unloading and reloading the plugin or rebooting the bot)

It's a bit unusual for a server like that to have a dynamic IP though...

Subject: Re: RenList 1.0.8
Posted by Wyld1USA on Thu, 04 Dec 2014 22:38:39 GMT
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G1D I'm not even seeing RC servers. (still)

Subject: Re: RenList 1.0.8
Posted by Xpert on Thu, 04 Dec 2014 23:26:55 GMT
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The IP hasn't changed. It's only listing servers that the person has added as a favorite. I don't know why.

Something with cncnet probably changed and RenList isn't recognizing it.

Subject: Re: RenList 1.0.8
Posted by danpaul88 on Fri, 05 Dec 2014 13:31:13 GMT
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Interesting to note that the status bar shows 9 total servers, but only 2 "available", suggesting a filter is being applied locally.

Subject: Re: RenList 1.0.8
Posted by Wyld1USA on Fri, 05 Dec 2014 13:58:51 GMT
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Happy to report fixed, thanks.

Subject: Re: RenList 1.0.8
Posted by iRANian on Fri, 05 Dec 2014 22:36:08 GMT
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Xpert wrote on Thu, 04 December 2014 16:26The IP hasn't changed. It's only listing servers that

the person has added as a favorite. I don't know why.

Something with cncnet probably changed and RenList isn't recognizing it.
When you favorite a server the IP is saved in the renlist config file and RenList will directly query the IP, instead of first getting the list of every IP via the gamespy master server before querying every server independently.

Subject: Re: RenList 1.0.8
Posted by Wyld1USA on Fri, 01 May 2015 01:34:08 GMT
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Wyld1USA wrote on Thu, 04 December 2014 12:10Anyone getting this (no servers showing):

WOL works fine.

Same issue, ip change again?

Subject: Re: RenList 1.0.8
Posted by Jerad2142 on Sat, 02 May 2015 01:09:31 GMT
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Seems I'm not seeing any servers anymore in the gamespy version of reenlist, some people in game are saying its caused by a windows update, but beings I just installed a new hard drive it installed a good 200+ updates off the bat so its rather hard to pin down which one that is (if that is indeed the issue).

I have been having to connect with WOL to get in game for the time being.

On a side note, I think GSA should be moved to the first tab as I think most people that still use WOL still join through Renegade.

Subject: Re: RenList 1.0.8
Posted by Adad on Sat, 02 May 2015 08:05:19 GMT
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Master service hosted by CnCnet is not listening for incoming request. Most likely the service has crashed.

Subject: Re: RenList 1.0.8
Posted by Wyld1USA on Sat, 02 May 2015 15:35:29 GMT
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Who is maintaining this though? Do they even know lol? This is the last thing this game needs is the easy (best) access cut off. I agree too on switching the tabs. New players (which we are seeing a lot of) are not going to use WOL.

Subject: Re: RenList 1.0.8
Posted by Ethenal on Sun, 03 May 2015 00:10:39 GMT
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[19:10:00] * Dns resolving master-gsa.renlist.n00b.hk
[19:10:00] * Dns resolved master-gsa.renlist.n00b.hk to 185.53.128.156
[19:10:05] * Dns resolving cncnet.org
[19:10:05] * Dns resolved cncnet.org to 185.53.128.156

idk, weird. http://cncnet.org/renegade-servers still works so I'm not sure what the issue is.

Subject: Re: RenList 1.0.8
Posted by Gen_Blacky on Sun, 03 May 2015 15:03:14 GMT
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Its alive

Subject: Re: RenList 1.0.8
Posted by Adad on Tue, 05 May 2015 12:37:06 GMT
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Ethenal wrote on Sun, 03 May 2015 08:10[19:10:00] * Dns resolving master-gsa.renlist.n00b.hk
[19:10:00] * Dns resolved master-gsa.renlist.n00b.hk to 185.53.128.156
[19:10:05] * Dns resolving cncnet.org
[19:10:05] * Dns resolved cncnet.org to 185.53.128.156

idk, weird. http://cncnet.org/renegade-servers still works so I'm not sure what the issue is.
master-gsa.renlist.n00b.hk is an alias of renmaster.cncnet.org, aka CNAME.

Subject: Re: RenList 1.0.8
Posted by Jerad2142 on Tue, 05 May 2015 17:12:37 GMT
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Yeah it came up for me the following day after I posted here.

Subject: Re: RenList 1.0.8
Posted by Jerad2142 on Fri, 21 Aug 2015 12:49:58 GMT
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I'm noticing a few bugs now:
1. Sometimes it doesn't let you join a server unless you select another server and then reselect the original server your trying to join.
2. Sometimes I have to refresh multiple times (like up to 10) to get the server list to display (I've had multiple people say this has been happening to them as well).

Otherwise it seems to be working great!

Subject: Re: RenList 1.0.8
Posted by dubstar on Sat, 22 Aug 2015 10:09:29 GMT
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on the GSA tab;
most of the time my favourites do not show, refreshing multiple times still hides them

if anyone has the same problem;
as a quick fix I click one of the column header boxes (game name, map name, etc), this then shows all of my favourites

---

Subject: Re: RenList 1.0.8
Posted by Adad on Mon, 24 Aug 2015 13:18:24 GMT
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Jerad Gray wrote on Fri, 21 August 2015 20:49I'm noticing a few bugs now:
1. Sometimes it doesn't let you join a server unless you select another server and then reselect the original server your trying to join.
2. Sometimes I have to refresh multiple times (like up to 10) to get the server list to display (I've had multiple people say this has been happening to them as well).

Otherwise it seems to be working great!

Weird. I've never encountered those nor getting any reports. Interestingly those bugs appear after a year of latest stable release.

dubstar wrote on Sat, 22 August 2015 18:09on the GSA tab;
most of the time my favourites do not show, refreshing multiple times still hides them

if anyone has the same problem;
as a quick fix I click one of the column header boxes (game name, map name, etc), this then

shows all of my favourites

Have you tried to re-add them? Favorited servers data are stored locally.

Subject: Re: RenList 1.0.8
Posted by dubstar on Mon, 24 Aug 2015 13:33:41 GMT
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I deleted RenList.xml and added favourites again, so far so good

---

Subject: Re: RenList 1.0.8
Posted by Jerad2142 on Mon, 24 Aug 2015 20:33:34 GMT
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Adad wrote on Mon, 24 August 2015 07:18Jerad Gray wrote on Fri, 21 August 2015 20:49I'm noticing a few bugs now:
1. Sometimes it doesn't let you join a server unless you select another server and then reselect the original server your trying to join.
2. Sometimes I have to refresh multiple times (like up to 10) to get the server list to display (I've had multiple people say this has been happening to them as well).

Otherwise it seems to be working great!

Weird. I've never encountered those nor getting any reports. Interestingly those bugs appear after a year of latest stable release.

Actually its been happening for me for quite sometime, I just finally got my lazy ass around to reporting it. Perhaps (if your willing) you could add a while loop that makes it continue to attempt to get the list until it gets one if the player clicks refresh? Maybe even add a nice "Getting Server List, stand-by..." Dialog?

Subject: Re: RenList 1.0.8
Posted by roszek on Sat, 16 Jan 2016 21:45:14 GMT
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In the GSA tab the server listings hardly come up anymore. The GSA is usually blank all the time except for sometimes when it will show a list (I'm not then only one having this issue).

Maybe someone can look into this?

Subject: Re: RenList 1.0.8
Posted by Adad on Sun, 17 Jan 2016 05:23:21 GMT
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roszek wrote on Sun, 17 January 2016 05:45In the GSA tab the server listings hardly come up anymore. The GSA is usually blank all the time except for sometimes when it will show a list (I'm not then only one having this issue).

Maybe someone can look into this?
Ask CnCNet to fix their buggy server software.

Subject: Re: RenList 1.0.8
Posted by YesNoMayb on Sun, 17 Jan 2016 20:32:20 GMT
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Their server list (Google "c&c renegade servers) doesn't show any servers. It's useful for when I wanna see how many people are online without logging into my computer to check RenList.

If servers don't show up on RenList, roszek, I read you can favorite them and they'll appear no matter what so long as you're connected to the Internet.

Subject: Re: RenList 1.0.8
Posted by dubstar on Mon, 18 Jan 2016 01:42:57 GMT
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YesNoMayb wrote on Sun, 17 January 2016 13:32If servers don't show up on RenList, roszek, I read you can favorite them and they'll appear no matter what so long as you're connected to the Internet.

You can also click on any of the column headers (game/IP/Map). It will show all servers again

---

Subject: Re: RenList 1.0.8
Posted by roszek on Thu, 21 Jan 2016 01:04:44 GMT
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Adad wrote on Sat, 16 January 2016 22:23roszek wrote on Sun, 17 January 2016 05:45In the GSA tab the server listings hardly come up anymore. The GSA is usually blank all the time except for sometimes when it will show a list (I'm not then only one having this issue).

Maybe someone can look into this?
Ask CnCNet to fix their buggy server software.

Can someone who knows them do that?

Subject: Re: RenList 1.0.8
Posted by dblaney1 on Mon, 06 Jun 2016 22:17:10 GMT
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Something is wrong with the sorting filters. A lot of servers don't show up until after you click one of the sorting headers. Clicking those makes the full list show up. If you look at the number of available servers it will often not be the same as the number in the list. Clicking the a sort header will make the missing servers show up. Its not an issue with the actual querying of the list. It just isn't displaying all the servers until you resort the list.

Subject: Re: RenList 1.0.8
Posted by Adad on Tue, 07 Jun 2016 13:21:16 GMT
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I couldn't reproduce the issue, would you provide the steps? The only issue I know is incorrect sorting behavior with customized columns order but it won't prevent any servers from showing up.

Subject: Re: RenList 1.0.8
Posted by dblaney1 on Tue, 07 Jun 2016 21:14:50 GMT
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It seems to happen most with Favorited servers. Try adding some. I have seen it happen even without them though. The best way to test it is to open up renlist count the number of servers and see if the number matches available servers. Keep refreshing it and checking the number to see if they match. Very frequently they do not match until you resort the list.

Subject: Re: RenList 1.0.8
Posted by Adad on Thu, 09 Jun 2016 15:57:18 GMT
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dubstar wrote on Sat, 22 August 2015 18:09on the GSA tab;
most of the time my favourites do not show, refreshing multiple times still hides them

if anyone has the same problem;
as a quick fix I click one of the column header boxes (game name, map name, etc), this then shows all of my favourites

---

dblaney1 wrote on Wed, 08 June 2016 05:14It seems to happen most with Favorited servers. Try adding some. I have seen it happen even without them though. The best way to test it is to open up renlist count the number of servers and see if the number matches available servers. Keep refreshing it and checking the number to see if they match. Very frequently they do not match until you resort the list.

Jerad Gray wrote on Fri, 21 August 2015 20:492. Sometimes I have to refresh multiple times (like up to 10) to get the server list to display (I've had multiple people say this has been happening to them as well).

I think I found the race-condition causing this issue which is related to network latency.

Subject: Re: RenList 1.0.8
Posted by dblaney1 on Fri, 10 Jun 2016 02:08:07 GMT
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Good. Hopefully it can be fixed. This is definitely causing renegade to lose players.