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Subject: Ren player map

Posted by [\[EE\]pickle-jucer](#) on Sat, 02 Jul 2016 10:37:48 GMT

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(Hopefully this is the right subforum)

I made a google map with markers of renegade players while I was messing around with the GSA protocol and thought I'd share it. It emulates a GameSpy server and uses GeoIP to get a approximate location for players when they query the server via renlist or otherwise.

You can play with it here, it updates in real time whenever someone queries the sever.

Screenshot in case my website breaks:

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Subject: Re: Ren player map

Posted by [dbloney1](#) on Sat, 02 Jul 2016 20:51:30 GMT

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Thats pretty cool. I found myself on it.

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