
Subject: GSA Option in bot

Posted by [serenitie](#) on Fri, 04 Feb 2005 15:09:52 GMT

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I am having one hella of a time trying to get this working. I have the module on the bot here is what GSA is reporting:

When I right click and get server ip address 5 of them servers are mine
3 with the 25300 port and 2 with the 23501 port

I have been beating my keyboard trying to get this working.

Here is the GSA part of my brenbot.cfg:

```
Generate_Gamespy_Queries = 1
```

```
# Generate independant gamespy queries, instead of quering the orginal GSA UDP Query  
# handler. In WOL Mode, you don't have one.
```

```
GameSpyQueryPort = 23500
```

```
Gamespy_IP = 67.18.136.58
```

```
# The query handler listens on this port
```

```
Broadcast_Server_To_Gamespy = 1
```

```
# Broadcast the query handler to gamespy.
```

```
# If you enable this, YOU NEED TO SET "GameSpyQueryPort=<value>" in server.ini to 0!!!!
```

```
# BRENBOT WILL BEHAVE BADLY IF YOU DO NOT DO THIS!
```

my server.ini:

```
; Port =
```

```
;
```

```
; This is the UDP port that the Renegade Dedicated Server will use to  
; communicate with game clients. This should normally be left at 0 and the  
; Server will decide for itself what port to use. This should work with most  
; firewalls and NAT connections but, if you need to manually set a port, you  
; can do it here.
```

```
Port =4848
```

```
; GameSpyGamePort =  
;  
; This is the UDP port that the Renegade Dedicated Server will use to  
; communicate with game clients, while running as a GameSpy Server. When running  
; as a GameSpy server this port value will be used instead of the above Port value.  
; The default value is 4848.
```

GameSpyGamePort =0

```
; GameSpyQueryPort =  
;  
; This is the UDP port that the Renegade Dedicated Server will use to  
; communicate with the GameSpy Master Server and GameSpy clients. The default  
; value is 25300. If this port is in use Renegade will find another port  
; to use instead(25301, 25302, ...).
```

GameSpyQueryPort =0

Can you tell me how to fix this ...

I am getting that socket error that everyone else seems to be getting as well.
