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Subject: Re: WOLSpy Error - Runtime Error 10048  
Posted by [Caveman](#) on Thu, 02 Aug 2007 12:06:50 GMT  
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If you're using Brenbot 1.50 or higher then it has a WOLspy built into it. Look in your BrenBot.cfg and theres a setting right down the bottom called Broadcat server to GSA. Change the "0" to "1" put in the GSA query port. And restart the bot. BrenBot will now work like WOLspy and show GameSpy the server aswell as WOL.

Edit here's an example.

```
#-----  
# Gamespy Settings  
# Settings to control the Gamespy broadcaster. See the readme for more details.  
#-----  
  
# Enable the GSA broadcasting system  
Generate_Gamespy_Queries = 1  
  
# Query port for your server, which GSA uses to communicate with your server  
GameSpyQueryPort = 25308  
  
# Enable broadcasting to GSA, if disabled the server will not be listed on  
# the server lists. Also requires the gamespy_players module to be enabled.  
Broadcast_Server_To_Gamespy = 1
```