
Subject: Re: [SSGM Plugin]GameSpy Support
Posted by [iRANian](#) on Sat, 13 Aug 2011 23:08:31 GMT
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I'm releasing a new version, one of the buffers that hold the data sent to GameSpy can potentially be too small and crash the FDS, I've increased the size of that buffer. See my first post for version 1.2.
