
Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by [iRANian](#) on Thu, 15 Dec 2011 21:38:59 GMT

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I'm releasing a new version, it fixes an issue where the server stopped appearing on GameSpy at high player counts for some people because the Winsock sendto() function fails to fragment UDP packets properly. It also fixes a weird, rare issue where the FDS gets spammed by error messages because the FDS receives weird packets from gamespy.com for no apparent reason.

It's recommended to update, this new version fixes all known issues with the plugin. I'd like to thank st0rm.net for helping me test this version and I'd also like to thank StealthEye for helping me find the issue with Winsock and for suggesting a work around. See the first post of this topic for the updated version.
