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Subject: Re: [SSGM 4.0 Plugin] GameSpy Support  
Posted by [iRANian](#) on Fri, 25 May 2012 07:40:26 GMT

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I'm releasing a really small fix for a line where I zero out 8192 bytes of a buffer when that buffer only allocates 4096 bytes, for some reason that doesn't appear to cause any unusual problems :/, but it's nice to have fixed.

This plugin has been running on a bunch of servers for a while now and as I haven't had any new bug reports I assume that it's stable.

Thanks to Whitedragon for reporting the issue.

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