

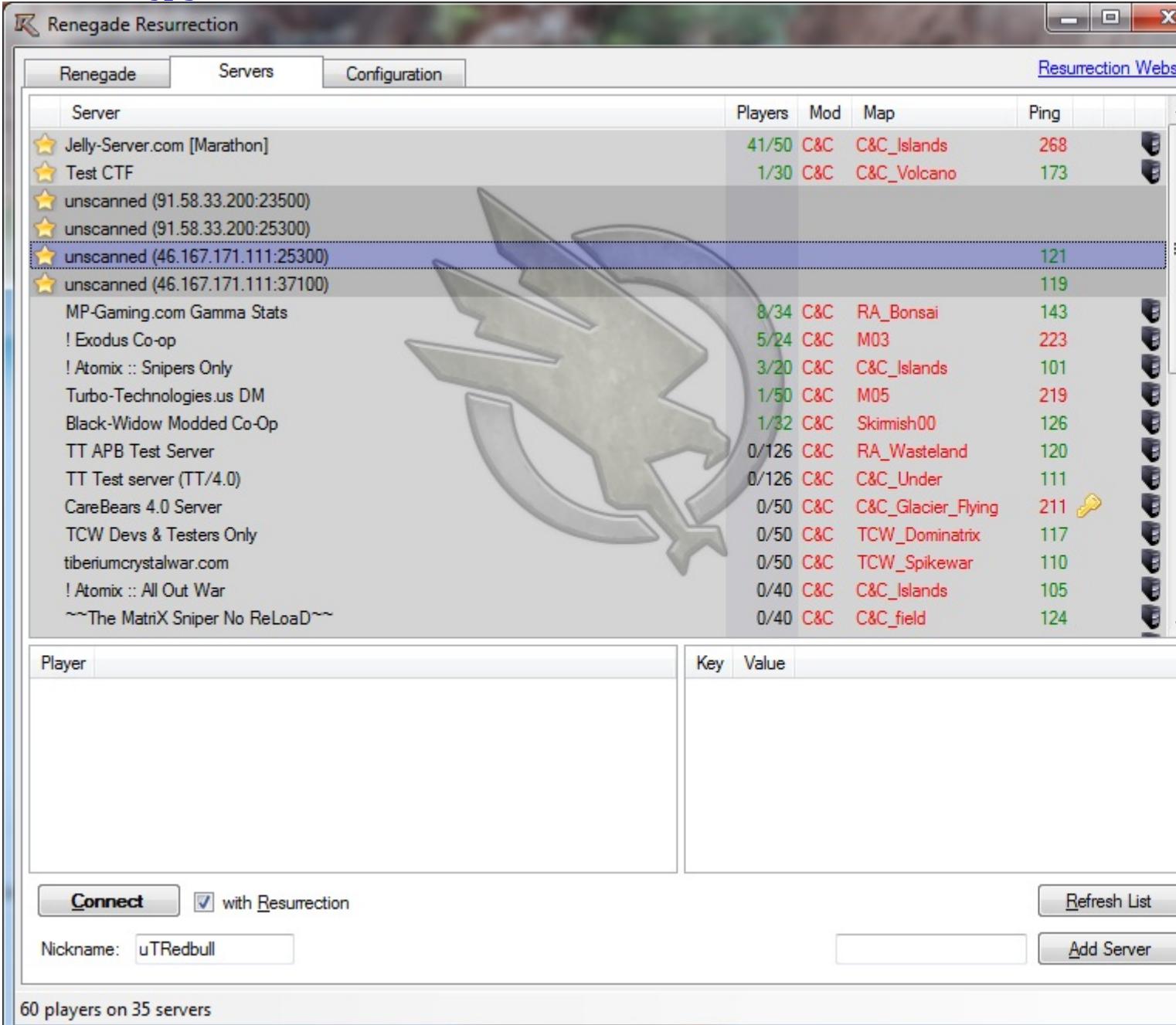
Subject: Re: [SSGM 4.0 Plugin] GameSpy Support  
Posted by [cAmpa](#) on Tue, 19 Jun 2012 17:40:44 GMT  
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Beside Server's using your plugin it looks fine for me.

Screenshot attached.

### File Attachments

1) [rlrr.jpg](#), downloaded 630 times

A screenshot of the Renegade Resurrection software interface. The window title is "Renegade Resurrection". The main area displays a list of servers with their status, ping, and map information. A large, stylized Renegade logo is centered in the background of the server list. The server list includes: Jelly-Server.com [Marathon] (41/50 players, C&C mod, C&C\_Islands map, ping 268), Test CTF (1/30 players, C&C mod, C&C\_Volcano map, ping 173), unscanned (91.58.33.200:23500), unscanned (91.58.33.200:25300), unscanned (46.167.171.111:25300) (121 ping), unscanned (46.167.171.111:37100) (119 ping), MP-Gaming.com Gamma Stats, ! Exodus Co-op, ! Atomix :: Snipers Only, Turbo-Technologies.us DM, Black-Widow Modded Co-Op, TT APB Test Server, TT Test server (TT/4.0), CareBears 4.0 Server, TCW Devs & Testers Only, tiberiumcrystalwar.com, ! Atomix :: All Out War, and ~~The MatriX Sniper No ReLoaD~~. Below the server list is a table for "Player" settings with columns for "Key" and "Value". At the bottom, there are buttons for "Connect" (with a checked "with Resurrection" checkbox), "Refresh List", and "Add Server". The status bar at the bottom shows "60 players on 35 servers".