Subject: GameSpy clients
Posted by Agent on Wed, 11 Dec 2013 06:00:07 GMT

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I think an update to various clients that use GameSpy (i.e: RenList) to prevent display of duplicate servers would be beneficial. I can't really see a way to do this from a server side perspective to shove into TT (other than tell server owners who clearly have no idea what they're doing to stop running multiple GameSpy plugins). I don't like the idea of a server being able to get listed several thousand times, or even the current situation where many servers are listed at least twice.