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Subject: Re: GameSpy Arcade

Posted by [danpaul88](#) on Mon, 07 Apr 2014 16:18:15 GMT

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It shouldn't be hard at all to make a stable GSA master server clone, there isn't anything particularly clever going on... read string in, shove it into a database, return results to client queries. Time out servers if they don't report for a certain length of time. I still have a copy of the official GSA protocol spec if anyone wants a copy to work from.

I'd be amazed if you couldn't knock up something functional and stable in a day or two. I can provide a stable DNS endpoint if that's what is needed ([renlist.danpaul88.co.uk](http://renlist.danpaul88.co.uk) or something)... just give me an IP address to point it at. Heck, I could even host a master server on one of my RPi's, that's how small the requirements would be.

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