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Subject: Re: BRenBot 1.54.1

Posted by [Jerad2142](#) on Wed, 14 May 2014 15:04:26 GMT

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iRANian wrote on Wed, 14 May 2014 07:15See op

GameSpy update

As you're probably already aware if you follow this topic the GSA master servers will be shut down soon. I was asked to support broadcasting to multiple master servers in the interim whilst servers switch over, which is the main driver for this update.

Rather than implement a quick band-aid fix in the bot I've pulled GSA out of the core codebase and made it a plugin instead, retaining all of the same features you're used to and adding several new ones at the same time.

The new plugin supports broadcasting to as many master servers as you want, simply list each server in plugins/gamespy.xml and it will broadcast to each of them.

In addition I rewrote the handling for custom server info such that you can now define your own Key=Value pairs in the config XML rather than being limited to the pre-provided set of Website, IRC, Teamspeak and Ventrillo. Some examples are provided in the default config XML, although they are commented out until you choose to use them.

I'm not quite sure how I managed to download it and completely overlook the bold orange "Gamespy Update" text, it was late last night, that's going to be my excuse ;p

danpaul88 wrote on Wed, 14 May 2014 07:30Also be sure to actually load the GSA plugin once you have configured it;

danpaul88 wrote on Sat, 12 April 2014 18:40

Note: New plugins are not loaded automatically by BRenBot, use !plugins to see which plugins are loaded and !plugin\_load or !plugin\_unload to load and unload plugins respectively.

I'll give this a shot when I get home, I'm sure its the reason though! I felt like it would have to do with a plugin not being loaded.

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