

Subject: Re: GameSpy Arcade
Posted by [roszek](#) on Tue, 01 Jul 2014 08:47:13 GMT
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We get the same thing...

File Attachments

1) [yup.jpg](#), downloaded 656 times

The screenshot shows the RenList v1.0.7 application window. It has a menu bar with 'File', 'Options', and 'Help'. Below the menu bar are two tabs: 'WOL' and 'GSA'. The main area contains a table of server information:

F...	IP:Port	Game name	Map	Players	P...	Ping
	69.162.65.2:8113	Jelly-Server.com [Marathon]	C&C_Complex	21/50		54
	72.29.16.199:4848	[Cinergy Gaming] Fusion Maps 4.1	C&C_[Fusion]Canyon...	1/50	x	37
	64.31.59.50:3337	UltraAOW.com Snipers 4.1	C&C_DM_Cambodia	0/75		71
	64.31.59.50:1337	UltraAOW.com NewMaps 4.1	C&C_RiverofHope_G9	1/60		123
	208.115.205.106:5000	RenCorner Marathon	C&C_Field	1/50		60
	173.63.200.98:4848	DBlaney test Server, Join Here :)	C&C_Ocean_View	0/50		97

Below the server list is a player information section with two columns: 'Option' and 'Data'. The data is as follows:

Option	Data
gamename	ccrenegade
gamever	838
hostname	[Cinergy Gaming] Fusion ...
hostport	4848

At the bottom of the player section are two buttons: 'Connect' and 'Refresh'. Below the player section, it says 'GSA: Total servers: 6 - Available: 6'.