
Subject: Re: GameSpy Arcade

Posted by [iRANian](#) on Tue, 01 Jul 2014 09:14:11 GMT

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The master server doesn't do that, it's strictly client to BRenBot communication. All that the master server does is keep a list of server IPs+Ports that the client should query directly for info. The query response I copy pasted from WireShark which showed my IP communicating with all the Renegade servers on the list directly, e.g. showed Jelly-Marathon's IP with the query data bytes/packets.

The problem is that player info isn't being sent, the fake player on GDI is probably showing up because RenList doesn't parse stuff properly and thinks the team Nod and team GDI scores info represent a GDI player.

BTW how do you know the team_tX and score_tX are part of the GameSpy spec?
