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Subject: Re: GameSpy Arcade

Posted by [danpaul88](#) on Tue, 01 Jul 2014 21:31:44 GMT

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Ethel wrote on Tue, 01 July 2014 20:06^ thanks for iran's help, i'll commit the fix to svn right now

P.S. I committed two SVN revisions, one of which fixes the spelling error, and one of which reverses danpaul's change to make the team id be displayed instead of team name, which can be gathered from the team listing if properly read. My bad. You can reverse that if you wish DP, but for the meantime RenList does not display it very correctly.

I'm guessing he made that change because of the mods that use different team names - don't hate me, I committed it before I read the log for your gamespy.pm change. ;(

I see you reverted it anyway, but for future reference you shouldn't use `brTeams::` in plugins anyway, `plugin::team_get_name(#)` is what you would use (and is actually in used about 10 lines further down from your edit to output the team names based on `teams.cfg`)

And yes, it is for mod support... and not just for BHP mods either. In theory things like RP2 might want different team names etc and this is the correct way to do that as per the developer spec

@Iran good spot with the capital L, I usually use `playerlist` without the capital and probably copy/pasted the for each loop from somewhere else when I moved the code into a plugin. I hadn't had time to look into why it wasn't working since I was at work all day, but now I guess I won't need to bother

For anyone who hasn't got a copy and wants one, I have attached version 1.03 which includes the aforementioned fix

### File Attachments

1) [gsa\\_plugin\\_1.03.7z](#), downloaded 85 times

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