Subject: Some simple C# code for retrieving servers and server info from the GameSpy master list
Posted by iRANian on Wed, 12 Apr 2017 18:12:55 GMT
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see

https://github.com/Iran/RenegadeGSAClientLib/blob/master/GameSpy.cs

GameSpy.GetRenegadeGSAMasterServerList() returns an array of IPEndPoints. GameSpy.Get_Game_Server_Data(IPEndPoint server) will give you a Dictionary<string, string> which is a key value mapping of server info + player info.

Example usage:

Quote: var Servers = GameSpy.GetRenegadeGSAMasterServerList();

        foreach (var server in Servers)
        {
//   Console.WriteLine(server.Address.ToString());

            GameSpy.Get_Game_Server_Data(server);
        }

        Console.Read();