Subject: Odd GSA queries from Sla Co-Op
Posted by [EE]pickle-jucer on Sat, 15 Apr 2017 22:02:35 GMT
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Heya, I've been messing around with GSA again to familiarize myself with a different programming language and I noticed some odd GSA queries from the Sla Mutant Co-Op server. Does anybody know what they are using for making GSA queries? I want to know if I should just special case it, or actually write more robust parsing logic.

Here is the query:
\gamename\ccrenegade\gamever\838\hostname\!~Sla Mutant Co-Op~!\hostport\8888\mapname\RF_Factory.mix\gametype\co-op\numplayers\1\maxplayers\24\BW\5500000\CSVR\1\DED\1\DG\1\password\0\TC\0\FF\0\SC\0\.Website\mutant.multiplayerforums.com\.E-mail\sla.ro@hotmail.com\.FDS\SSGM v4.2\.OTH\Mutant Co-Op\.IRC\irc.cncirc.net #sla-server\.TS3\sendy.playzone.us:9987\.Owner\sla.ro\.Bot\Sla Lua IRC Bot 4.7\player_0\Quester\ping_0\46\score_0\94563.671875\team_0\GDI\kills_0\831\deaths_0\1\final\gamespy.queryID\4471

In specific, the odd part is
\final\gamespy.queryID\4471
in which "final" is not a key/value pair as per the GSA protocol specification. Also, they use "gamespy.queryID" instead of "queryid", which is fine, but its another special case I have to add to keep the query ID's out of my GUI.