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Subject: Re: Odd GSA queries from Sla Co-Op  
Posted by [jonwil](#) on Sun, 16 Apr 2017 05:00:52 GMT  
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I dont know about the gamespy.queryID thing but there is code in Renegade (function named send\_final) that will do the following:

- 1.optionally send \validate\blah (depending on whether the function is passed a certain value and where blah is some encrypted/encoded string)
- 2.send \final\ with no value after it
- and 3.send \queryid\x.y (where x is some sort of query ID and y is some sort of packet number)

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