Subject: GSA Option in bot
Posted by serenitie on Fri, 04 Feb 2005 15:09:52 GMT
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I am having one hella of a time trying to get this working. I have the module on the bot here is what GSA is reporting:

When I right click and get server ip address 5 of them servers are mine
  3 with the 25300 port and 2 with the 23501 port

I have been beating my keyboard trying to get this working.

Here is the GSA part of my brenbot.cfg:

Generate_Gamespy_Queries = 1

Generate independant gamespy queries, instead of quering the orginal GSA UDP Query
handler. In WOL Mode, you don't have one.

GameSpyQueryPort = 23500
Gamespy_IP = 67.18.136.58

The query handler listens on this port

Broadcast_Server_To_Gamespy = 1

Broadcast the query handler to gamespy.
If you enable this, YOU NEED TO SET "GameSpyQueryPort=<value>" in server.ini to 0!!!!
BRENBOT WILL BEHAVE BADLY IF YOU DO NOT DO THIS!

my server.ini:

; Port =
;
; This is the UDP port that the Renegade Dedicated Server will use to
; communicate with game clients. This should normally be left at 0 and the
; Server will decide for itself what port to use. This should work with most
; firewalls and NAT connections but, if you need to manually set a port, you
; can do it here.

Port =4848

; GameSpyGamePort =
;
; This is the UDP port that the Renegade Dedicated Server will use to
; communicate with game clients, while running as a GameSpy Server. When running
; as a GameSpy server this port value will be used instead of the above Port value.
; The default value is 4848.

GameSpyGamePort =0

; GameSpyQueryPort =
;
; This is the UDP port that the Renegade Dedicated Server will use to
; communicate with the GameSpy Master Server and GameSpy clients. The default
; value is 25300. If this port is in use Renegade will find another port
; to use instead(25301, 25302, ...).

GameSpyQueryPort =0

Can you tell me how to fix this ...

I am getting that socket error that everyone else seems to be getting as well.

Subject: GSA Option in bot
Posted by AlienWorkShop on Sun, 13 Feb 2005 01:27:57 GMT
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you cannot host a server and look at it on the same PC... (Or network/IP address for that fact) its a common Gamespy problem... If you want to see if it works.. install The All Seeing Eye, and goto the Special folder in the tree, and select LAN Servers...

Hope that helps