
Subject: SS Master Server ConnectionPosted by [theplague](#) on Wed, 11 Jan 2006 03:28:41 GMT[View Forum Message](#) <> [Reply to Message](#)

Am i doing something wrong? :S i'm following the instructions from SSC.txt formt eh brenbot site of mac...

it just doesn't show up on the server listings :S

here is a few parts i use:

```
while (RgConnected == false) {
    if (connect(RgSocket, (SOCKADDR *)&RgAddr, sizeof(RgAddr)) == 0) {
        send_rgsock_raw("123456789\n");
        RgConnected = true;
        printf("Renguard Master Server Connection Established to Master Server %d! On %s:6382\n",
serveri, server);
        char tmp[1024], tmp2[1024];
        sprintf(tmp, "300 XpzElite/%f", hard_ver);
        send_rg(tmp);
        getProfileString("Settings", "bGameTitle", "Xphaze", tmp2, 1024, "data\\svrcfg_cnc.ini");
        sprintf(tmp, "310 %s", tmp2);
        send_rg(tmp);
        send_rg("340");
        sprintf(tmp, "320 %s", CurrMap);
        send_rg(tmp);
        RgRotation();
    }
}
```

```
void send_rg(char *text) {
    // using this you can like send things normaly (eg: 830 C&C_Glacier_Flying.mix << crap map)
    char text2[2048];
    std::string base64 = base64_encode(reinterpret_cast<const unsigned char*>(text), strlen(text));
    sprintf(text2, "%s\n", base64.c_str());
    send(RgSocket, text2, strlen(text2), 0);
}
```

```
void send_rgsock_raw(const char *text) {
    send(RgSocket, text, strlen(text), 0);
    printf("%s sent", text);
}
```

```
std::string base64_encode(unsigned char const* bytes_to_encode, unsigned int in_len) {
    std::string ret;
    int i = 0;
    int j = 0;
    unsigned char char_array_3[3];
    unsigned char char_array_4[4];
```

```

while (in_len--) {
    char_array_3[i++] = *(bytes_to_encode++);
    if (i == 3) {
        char_array_4[0] = (char_array_3[0] & 0xfc) >> 2;
        char_array_4[1] = ((char_array_3[0] & 0x03) << 4) + ((char_array_3[1] & 0xf0) >> 4);
        char_array_4[2] = ((char_array_3[1] & 0x0f) << 2) + ((char_array_3[2] & 0xc0) >> 6);
        char_array_4[3] = char_array_3[2] & 0x3f;

        for(i = 0; (i < 4) ; i++)
            ret += base64_chars[char_array_4[i]];
        i = 0;
    }
}

if (i)
{
    for(j = i; j < 3; j++)
        char_array_3[j] = '\0';

    char_array_4[0] = (char_array_3[0] & 0xfc) >> 2;
    char_array_4[1] = ((char_array_3[0] & 0x03) << 4) + ((char_array_3[1] & 0xf0) >> 4);
    char_array_4[2] = ((char_array_3[1] & 0x0f) << 2) + ((char_array_3[2] & 0xc0) >> 6);
    char_array_4[3] = char_array_3[2] & 0x3f;

    for (j = 0; (j < i + 1); j++)
        ret += base64_chars[char_array_4[j]];

    while((i++ < 3))
        ret += '=';

}

return ret;

}

static const std::string base64_chars =
    "ABCDEFGHIJKLMNOPQRSTUVWXYZ"
    "abcdefghijklmnopqrstuvwxyz"
    "0123456789+/";

```

Subject: Re: SS Master Server Connection
Posted by [andysh](#) on Wed, 11 Jan 2006 08:39:24 GMT
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I can tell that the sever has connected by doing the !rginfo stuff on another renguard server. But

as theplague said its not showing up in the listings?

Btw, i am working on this with theplague.

Subject: Re: SS Master Server Connection
Posted by [Kanezor](#) on Sat, 21 Jan 2006 00:44:29 GMT
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If you are still having trouble, please contact me (inetknight) in #bhs_support on irc.n00bstories.com.

Subject: Re: SS Master Server Connection
Posted by [=HT=T-Bird](#) on Sat, 21 Jan 2006 12:42:04 GMT
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Could you PM me a link to that file you're talking about?
