
Subject: RenList 1.0.5 by Adad
Posted by [iRANian](#) on Sun, 28 Aug 2011 12:21:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

RenList provides the ability to retrieve server list from GameSpy and WOL. You can also connect to any listed servers by pressing "Connect" or double-clicking the selected server.

Changes since the last release:

1.0.5 - 28 Aug, 2011

- * Add: channel ban notification for WOL servers
- * Fix: Incorrect nickname to join WOL servers
- * Fix: WOL servers information is now parsed correctly

Readme:

Toggle SpoilerRenList 1.0.5 by Adad

* What does it do:

RenList provides the ability to retrieve server list from GameSpy and WOL. You can also connect to any listed servers by pressing "Connect" or double-clicking the selected server.

>* Usage:

->* WOL:

RenList can list servers from WOL as long as you provide a valid nickname, password and serial to connect.

You may play in any of the servers with 2 clicks; even if they are Direct-Connect protected.

->* WOL Buddy List:

RenList has its own WOL buddy list manager.

Unlike the one from Renegade, this allows an unlimited amount of buddies to be added.

You can also delete, edit and page buddies from the manager.

->* WOL Page ability:

RenList has a nice multi-tab console to send and receive pages from WOL.

Once a page is received, the window will flash to get your attention.

The * at the end of a tab name indicates that you have an unread message from the player.

->* GSA:

RenList can list servers from GameSpy.

You may play in any of the servers by double-clicking the selected server or clicking the "Connect" button.

->* Custom Columns:

RenList provides a way to customize columns to fit your needs including visibility, order and width. Right click on the column header or from menu: "Options" -> "Columns editor".

The above settings are stored in RenList.xml so you don't have to redo it everytime you start RenList.

>* Note:

RenList developers are not responsible for any actions done by WOL, such as bans.

>* Changelog:

- Read changelog.txt

>* Enjoy RenList!

Full changelog:

Toggle Spoiler1.0.5 - 28 Aug, 2011

- * Add: channel ban notification for WOL servers
- * Fix: Incorrect nickname to join WOL servers
- * Fix: WOL servers information is now parsed correctly

1.0.4 - 5th Apr, 2010:

- * Change: Updated wxWidgets to 2.8.10
- * Fix: XWIS server IP and Port

1.0.3 - 4th Apr, 2010

- * Add: Unlimited WOL buddy list
- * Add: Players count for GDI and Nod in WOL server info dialog
- * Add: Page ability for nicknames in buddy list
- * Add: Detection of Renegade installation from The First Decade
- * Add: Renegade Resurrection support (Disabled by default)
- * Change: RenList will ask for prompt settings dialog during first startup
- * Change: GameSpy is now enabled by default
- * Change: Reduced executable size
- * Fix: Crash when sorting WOL players in server information dialog
- * Fix: Duplicate query for favorited GameSpy servers
- * Fix: RenList process would continue running in background if it was closed after WOL Server Info was left open.
- * Fix: No longer show negative max player number for WOL servers
- * Fix: "Connect" button in WOL server info dialog no longer disabled in empty server
- * Fix: WOL Reconnect delay

1.0.2 - 19th Nov, 2009

- * Add: +multi parameter support for Renegade (Default is disabled)
- * Fix: Can't enter characters in text boxes
- * Fix: Passworded WOL servers always prompt "Incorrect password"

1.0.1 - 12th Nov, 2008

- * Fix: Crash when launching Renegade from selected GSA server

* Fix: "Connect" and "Join" button won't change its state after Renegade is terminated if the section that own the button is not enabled

1.0.0 - 11th Nov, 2008

- * Add: You can now copy IP:Port of GameSpy servers to clipboard from right-click menu and select "Copy IP:Port to clipboard"
- * Add: More error checking in update downloader
- * Add: It's now always check for Renegade executable existence before launching the game
- * Add: Main window position is now remembered
- * Add: Display GameSpy server info (player info and game config)
- * Add: "F5" on keyboard can now refresh servers list in selected tab
- * Add: Display WOL server game config
- * Add: Ability to use direct-connect in WOL servers and bypass direct-connect kicker
- * Fix: Item "Connect" in right click menu in GSA server list is now disabled if Renegade executable does not exist
- * Fix: Non-favorite servers no longer appear as favorites in the GSA right click menu.
- * Fix: Incorrect sort order for the servers below the last favorited server
- * Fix: Freeze while GameSpy servers list is refreshing

0.3.0 - 1st Oct, 2008

- * Add: Ability to add/move/remove column (You can set by right click on server lists header or from menu "Option" -> "Column settings")
- * Add: Indicator for ascend/descend sort in GameSpy and WOL server listing
- * Add: Statusbar is now show the current status of GameSpy and WOL
- * Add: Button to control connection to WOL
- * Add: Config option for WOL reconnect delay after disconnection (5 - 30 seconds)
- * Add: Columns width is now remembered
- * Change: Adjust settings dialog checkboxes string
- * Change: Auto reconnect will be disabled if WOL responded with invalid password or serial
- * Change: Settings code has been simplified for features from the future
- * Change: Pressing enter in config dialog text fields is now equal to pressing "Save" button
- * Fix: Memory leak from WOL server player info

0.2.0 - 26th Sep, 2008

- * Add: Auto updater
- * Add: New menu for settings and merged settings dialogs
- * Add: Check for Renegade executable existence
- * Add: Check for Renegade path on first start
- * Add: Ability to sort WOL server players list
- * Add: Time-left label in WOL server player list
- * Add: Refresh selected GameSpy server
- * Change: Moved to wxWidgets 2.8.9
- * Change: Blocked columns resize (except player name) in WOL server player list
- * Change: The way of how it store GameSpy favorite servers. Even GameSpy master is unavailable, it will still query favorite servers and list if available
- * Change: GameSpy and WOL servers list is now output instantly with sort ability

- * Change: WOL players list is now sort by current in-game rank by default
- * Change: RenList.xrc is no longer needed. It is being merged with RenList.exe
- * Fixed: GameSpy servers list is now decrypted properly
- * Remove: "Settings" buttons are removed

Download from <http://renlist.n00b.hk/download/RenList.1.0.5.zip> or download the attached file.

File Attachments

1) [RenList.1.0.5.zip](#), downloaded 2632 times

Subject: Re: RenList 1.0.5 by Adad
Posted by [Lone0001](#) on Sun, 28 Aug 2011 20:32:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Awesomeness, been waiting for this for a while.

P.S. If you need a third mirror, I would be happy to comply.

Subject: Re: RenList 1.0.5 by Adad
Posted by [Xpert](#) on Sun, 28 Aug 2011 21:06:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

WTF, he actually made the time to fix this? LOL

Oh Adad <3.

Subject: Re: RenList 1.0.5 by Adad
Posted by [iRANian](#) on Sun, 28 Aug 2011 21:08:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

I sent him a PM about the broken WOL nicks a few days ago.

Subject: Re: RenList 1.0.5 by Adad
Posted by [Gen_Blacky](#) on Sun, 28 Aug 2011 21:37:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cool, I saw him on the forums the other day.

Subject: Re: RenList 1.0.5 by Adad
Posted by [Fr4gg0r](#) on Fri, 30 Dec 2011 19:13:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Can someone post/release/upload the source code?
I only need the code to retrieve the server list..

Subject: Re: RenList 1.0.5 by Adad
Posted by [YazooGang](#) on Sat, 31 Dec 2011 05:33:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Very nice tool. I hope it doesn't send out my serial that I've inputted.

Subject: Re: RenList 1.0.5 by Adad
Posted by [Caveman](#) on Sat, 31 Dec 2011 10:45:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Adad -

If you get some time and you want to update this again then could you have a field for the GSA tab so if the server you're trying to join is passworded you have the ability to enter one.

It works for WOL just not GSA.

Subject: Re: RenList 1.0.5 by Adad
Posted by [Adad](#) on Sat, 31 Dec 2011 15:01:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Caveman wrote on Sat, 31 December 2011 18:45Adad -

If you get some time and you want to update this again then could you have a field for the GSA tab so if the server you're trying to join is passworded you have the ability to enter one.

It works for WOL just not GSA.
It should work. What server was that?

Subject: Re: RenList 1.0.5 by Adad
Posted by [iRANian](#) on Sat, 31 Dec 2011 15:01:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Works for me.

Subject: Re: RenList 1.0.5 by Adad
Posted by [Caveman](#) on Sat, 31 Dec 2011 16:07:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

I was trying to connect to the Clanwars.cc server via the GSA tab but im not prompted to enter a PW. If you use the WOL tab it does.

Subject: Re: RenList 1.0.5 by Adad
Posted by [Adad](#) on Sat, 31 Dec 2011 16:14:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

The server didn't say it need a password to GSA queries.

Subject: Re: RenList 1.0.5 by Adad
Posted by [iRANian](#) on Sat, 31 Dec 2011 18:53:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hmm, my plugin doesn't support passworded servers, forgot to add support for that. ./ I'll fix that tomorrow. To make the server appear as passworded on GSA add

'xx=password\1'

under the [GameSpy_Support_ExtraStrings] section in ssgm.ini. xx needs to be the correct number.

Subject: Re: RenList 1.0.5 by Adad
Posted by [TORN](#) on Wed, 22 Feb 2012 17:28:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sorry to bump this, but in my ssgm.ini there is no [GameSpy_Support_ExtraStrings] section. So how do I get it to work with RenList GSA? lol

Subject: Re: RenList 1.0.5 by Adad
Posted by [Ethenal](#) on Wed, 22 Feb 2012 18:24:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

TORN wrote on Wed, 22 February 2012 11:28 Sorry to bump this, but in my ssgm.ini there is no [GameSpy_Support_ExtraStrings] section. So how do I get it to work with RenList GSA? lol You make one. Write [GameSpy_Support_ExtraStrings] then put what he said.

Subject: Re: RenList 1.0.5 by Adad
Posted by [Ethenal](#) on Wed, 22 Feb 2012 18:24:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Double post, sorry.

Subject: Re: RenList 1.0.5 by Adad
Posted by [iRANian](#) on Wed, 22 Feb 2012 23:45:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

You can do that or download the latest version which has support for passworded games. Not sure if you also need the plugin for the !ready command, the one that cw.cc uses is hard-coded to reset to 0 credits and 30 mins remaining, that's easy to change so it uses the the `srvr_cfg.ini` settings.

Subject: Re: RenList 1.0.5 by Adad
Posted by [TORN](#) on Thu, 23 Feb 2012 13:43:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

I put in `[GameSpy_Support_ExtraStrings]` like you said, but it didn't work.
Quote:You can do that or download the latest version which has support for passworded games.

Download the latest version of what? (I'm retarded lol)

Subject: Re: RenList 1.0.5 by Adad
Posted by [sla.ro\(master\)](#) on Thu, 23 Feb 2012 13:56:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

TORN wrote on Thu, 23 February 2012 15:43 I put in `[GameSpy_Support_ExtraStrings]` like you said, but it didn't work.
Quote:You can do that or download the latest version which has support for passworded games.

Download the latest version of what? (I'm retarded lol)

that gamespy support is only for Servers.

Subject: Re: RenList 1.0.5 by Adad
Posted by [Ethenal](#) on Fri, 24 Feb 2012 04:25:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

sla.ro(master) wrote on Thu, 23 February 2012 07:56TORN wrote on Thu, 23 February 2012 15:43I put in [GameSpy_Support_ExtraStrings] like you said, but it didn't work.
Quote:You can do that or download the latest version which has support for passworded games.

Download the latest version of what? (I'm retarded lol)

that gamespy support is only for Servers.
He's not THAT retarded. It IS a server.

Subject: Re: RenList 1.0.5 by Adad
Posted by [Gen_Blacky](#) on Fri, 24 Feb 2012 05:51:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ethenal wrote on Thu, 23 February 2012 21:25sla.ro(master) wrote on Thu, 23 February 2012 07:56TORN wrote on Thu, 23 February 2012 15:43I put in [GameSpy_Support_ExtraStrings] like you said, but it didn't work.
Quote:You can do that or download the latest version which has support for passworded games.

Download the latest version of what? (I'm retarded lol)

that gamespy support is only for Servers.
He's not THAT retarded. It IS a server.

But still Retarded

Subject: Re: RenList 1.0.5 by Adad
Posted by [TORN](#) on Fri, 24 Feb 2012 11:59:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Fri, 24 February 2012 00:51Ethenal wrote on Thu, 23 February 2012 21:25sla.ro(master) wrote on Thu, 23 February 2012 07:56TORN wrote on Thu, 23 February 2012 15:43I put in [GameSpy_Support_ExtraStrings] like you said, but it didn't work.
Quote:You can do that or download the latest version which has support for passworded games.

Download the latest version of what? (I'm retarded lol)

that gamespy support is only for Servers.
He's not THAT retarded. It IS a server.

But still Retarded

Subject: Re: RenList 1.0.5 by Adad
Posted by [SSnipe](#) on Sun, 03 Jan 2016 05:20:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

can the creator plz inbox me
