
Subject: Latest Renegade Resurrection launcher needed

Posted by [iRANian](#) on Wed, 12 Mar 2014 20:52:10 GMT

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Can someone update the latest version of the Renegade Resurrection launcher? I'm curious about its GSA support.

Subject: Re: Latest Renegade Resurrection launcher needed

Posted by [Gen_Blacky](#) on Wed, 12 Mar 2014 22:50:52 GMT

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make your own?

Subject: Re: Latest Renegade Resurrection launcher needed

Posted by [iRANian](#) on Thu, 13 Mar 2014 16:23:13 GMT

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What?

Subject: Re: Latest Renegade Resurrection launcher needed

Posted by [Xpert](#) on Fri, 14 Mar 2014 06:54:08 GMT

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blacky doesn't get it

Subject: Re: Latest Renegade Resurrection launcher needed

Posted by [iRANian](#) on Fri, 14 Mar 2014 11:11:02 GMT

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Need to add asynchronous game servers querying and parsing, more efficient UDP read code and a game server class which stores server info and player info (currently just using a hash map/dictionary).

It's actually possible to query the game servers directly (bypassing the GameSpy master list), it's what RenList does for servers added as GSA server favorites. All that's needed is IP and port. There's two steps:

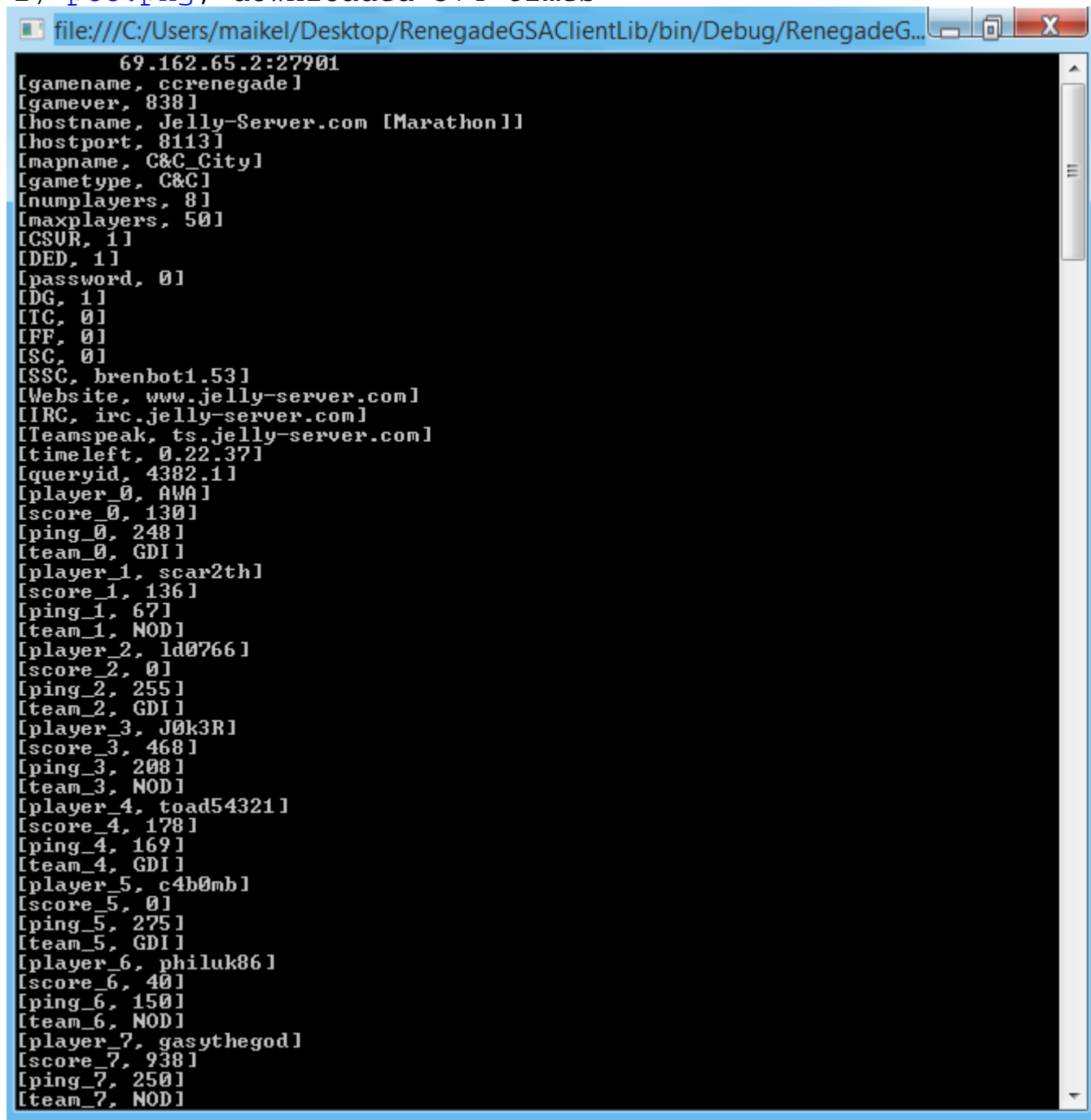
1. Query the GSA master server via TCP which will send back a list of game server IPs + ports.
2. Query every game server with "\\status\\" which sends out all data in two packets. In 2 UDP packets most of the time.

What can be (and isn't done by RenList, but it looks like the RR launcher does) is caching the

server list returned by the GSA master server and querying the cached server list. Then afterwards or concurrently querying the master server list and updating the cache when done and querying any game server not listed in the previous cache. That should reduce time taken refreshing the server list by at least ~50%.

File Attachments

1) [poo.png](#), downloaded 574 times

A screenshot of a Windows application window titled "file:///C:/Users/maikel/Desktop/RenegadeGSAClientLib/bin/Debug/RenegadeG...". The window has a black background with white text displaying server information. The text is organized into a list of key-value pairs, with some values in brackets. The information includes IP address, game name, version, hostname, port, map name, game type, number of players, CSUR, DED, password, DG, TC, FF, SC, SSC, website, IRC, Teamspeak, time left, query ID, and details for seven players including their names, scores, pings, and teams.

```
69.162.65.2:27901
[gameName, ccrenegade]
[gamever, 838]
[hostname, Jelly-Server.com [Marathon]]
[hostport, 8113]
[mapname, C&C_City]
[gameType, C&C]
[numplayers, 8]
[maxplayers, 50]
[CSUR, 1]
[DED, 1]
[password, 0]
[DG, 1]
[TC, 0]
[FF, 0]
[SC, 0]
[SSC, brenbot1.53]
[Website, www.jelly-server.com]
[IRC, irc.jelly-server.com]
[Teamspeak, ts.jelly-server.com]
[timeleft, 0.22.37]
[queryid, 4382.1]
[player_0, AWA]
[score_0, 130]
[ping_0, 248]
[team_0, GDI]
[player_1, scar2th]
[score_1, 136]
[ping_1, 67]
[team_1, NOD]
[player_2, ld0766]
[score_2, 0]
[ping_2, 255]
[team_2, GDI]
[player_3, J0k3R]
[score_3, 468]
[ping_3, 208]
[team_3, NOD]
[player_4, toad54321]
[score_4, 178]
[ping_4, 169]
[team_4, GDI]
[player_5, c4b0mb]
[score_5, 0]
[ping_5, 275]
[team_5, GDI]
[player_6, philuk86]
[score_6, 40]
[ping_6, 150]
[team_6, NOD]
[player_7, gasythegod]
[score_7, 938]
[ping_7, 250]
[team_7, NOD]
```

Subject: Re: Latest Renegade Resurrection launcher needed

Posted by [danpaul88](#) on Fri, 14 Mar 2014 11:48:58 GMT

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We use the GSA protocol with the BHP game servers to pass game information to our launcher without ever talking to the GSA master server, it work quite well as an on-demand way of getting information from the game server.
