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Subject: Renegade protocol handler support

Posted by [iRANian](#) on Sun, 06 Apr 2014 09:16:53 GMT

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A friend of mine is thinking about writing an online server list browser for his GSA master server clone. It would be nice to be able to join a server by clicking a link on the web page.

Would it be possible to add a renegade:// protocol handler for direct connecting? Apparently all that's needed is a registry key which registers the protocol to a program and sends the URL string as command-line argument to it. A proxy program is needed to parse the protocol string and convert it to a direct connect line and for launching the game.

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