
Subject: Some simple C# code for retrieving servers and server info from the GameSpy master list

Posted by [iRANian](#) on Wed, 12 Apr 2017 18:12:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

see

<https://github.com/Iran/RenegadeGSAClientLib/blob/master/GameSpy.cs>

GameSpy.GetRenegadeGSAMasterServerList() returns an array of IPEndPoints.
GameSpy.Get_Game_Server_Data(IPEndPoint server) will give you a Dictionary<string, string> which is a key value mapping of server info + player info.

Example usage:

Quote: var Servers = GameSpy.GetRenegadeGSAMasterServerList();

```
    foreach (var server in Servers)
    {
//      Console.WriteLine(server.Address.ToString());

        GameSpy.Get_Game_Server_Data(server);
    }

    Console.Read();
```

Subject: Re: Some simple C# code for retrieving servers and server info from the GameSpy master list

Posted by [Gen_Blacky](#) on Thu, 13 Apr 2017 04:17:24 GMT

[View Forum Message](#) <> [Reply to Message](#)
