
Subject: [SSGM 4.0 Plugin] GameSpy Support
Posted by [iRANian](#) on Sat, 17 Sep 2011 10:35:51 GMT

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The code for this plugin is ported from the OnOeS source code written by Hex, jnz and pvtschlag. I started porting this plugin while I was reading the OnOeS source code and had need for GSA support without having to install the RR server or starting BRenBot. I know there are many alternative software that can do this, but it was a relative quick port and I know some people might need this or be interested in it.

This SSGM 4.0 plugin adds GameSpy broadcasting/listing support to the FDS, like WOLSpy, Renegade Resurrection and BRenBot among others (can) do. The configuration file allows you to configure all the non-essential information sent to the GSA master server, such as info about whether friendly fire is enabled or not. You can also send out custom information such as the name of your (community's) site. All the player info is sent, such as kills and game time.

To install:

1. Copy GameSpy_Support.dll to your main FDS folder, where SSGM is located in.
2. Open up ssgm.ini in the folder and add an entry under [Plugins] for "GameSpy_Support"
3. Add the following text to SSGM.ini and edit it to your liking:

```
Toggle Spoiler[GameSpy_Support]
```

```
; Configuration for the GameSpy_Support plugin
```

```
;What port to listen on for GameSpy queries/packets
```

```
;NOTE: __DO NOT__ set this to your FDS' port
```

```
;And make sure the port isn't blocked on any router or some crap
```

```
ListenPort=1339
```

```
;The name of the server's game mode
```

```
GameMode=AOW
```

```
; Keep this zero to use the actual maxplayer amount
```

```
; This setting is useful for custom max slots
```

```
MaxPlayers=0
```

```
; keep this zero to use the WOL game description/title, or set this to a
```

```
custom
```

```
;game title
```

```
CustomGameTitle=0
```

```
;What 'time' info to send out for players.
```

```
;Set this to Total or Gamestart
```

```
;Total sends the total time a player has been ingame
```

```
;Gamestart sends the time players have been ingame since the start of the map
```

```
PlayerTimeMode=Total
```

;Append the player count to the WOL game title?
; e.g. Derp Server (0/40)
NoWOLAppendPlayerCount=true

ShowGameMode=true
ShowDriverGunner=false
ShowTeamChanging=false
ShowFriendlyFire=false
ShowCredits=true
ShowTimeLeft=true
ShowPedestal=false
ShowRotation=true

[GameSpy_Support_ExtraStrings]

;Note that if there are too many strings listed here (say more than 50) it
;will cause a buffer overflow/crash
;Example: 01=Website\\www.herpderp.su

01=Website\www.herpderp.su
02=Bot\BRenBot
03=IRC\irc.jelly-server.com

File Attachments

1) [SSGM 4.0 GameSpy Support Plugin v 1.5.zip](#), downloaded 389 times
