Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by danpaul88 on Tue, 11 Feb 2014 01:01:22 GMT

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no, we use the gsa query/response mechanism to feed game info to our launcher clients, which send UDP queries to servers listed in an XML file. we piggy back the gsa support built into brenbot to avoid the need for any additional server side code... its meant to have the actual broadcasting turned off, I'll have to look into that.