This is captain Iran speaking.

RenCorner marathon is using Dragonade 1.5 to broadcast to GSA. It's broadcasting to the clone at renmaster.cncnet.org with broken brenbot settings though:

[22:16:16] [22:16:16] <hifi>
\gamename\ccrenegade\gamever\838\hostname\\hostport\\mapname\C&C_Under_RxD\g
ametype\C&C\numplayers\12\maxplayers\50\CSVR\1\DED\1\password\0\DG\\TC\\FF\\
SC\\SSC\brenbot1.54.243\timeleft\0.00.00\Website\www.renforums.com\queryid\2699. 1
[22:16:37] [22:16:37] <hifi> but it doesn't have the port anywhere
[22:16:42] [22:16:42] <hifi> hostport and hostname are both empty

Dragonade 1.5 seems to work fine with the clone, it's used by MPF UltraAOW to broadcast there. It's just lacking support for multiple GSA master servers.

Something which Brenbot misses is info for both teams, score/kills/deaths. Dragonade shows two fake players called 'Nod' and 'GDI' to show this info. hifi would like this info to be added to BRenBot for his server list at http://cncnet.org/renegade-servers

BrenBot also doesn't allow you to use a custom value for the 'gametype' option while Dragonade 1.5 does. hifi wants to use that to display gametype info.