
Subject: Re: GameSpy Arcade

Posted by [Jerad2142](#) on Tue, 01 Jul 2014 21:37:57 GMT

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danpaul88 wrote on Tue, 01 July 2014 15:31

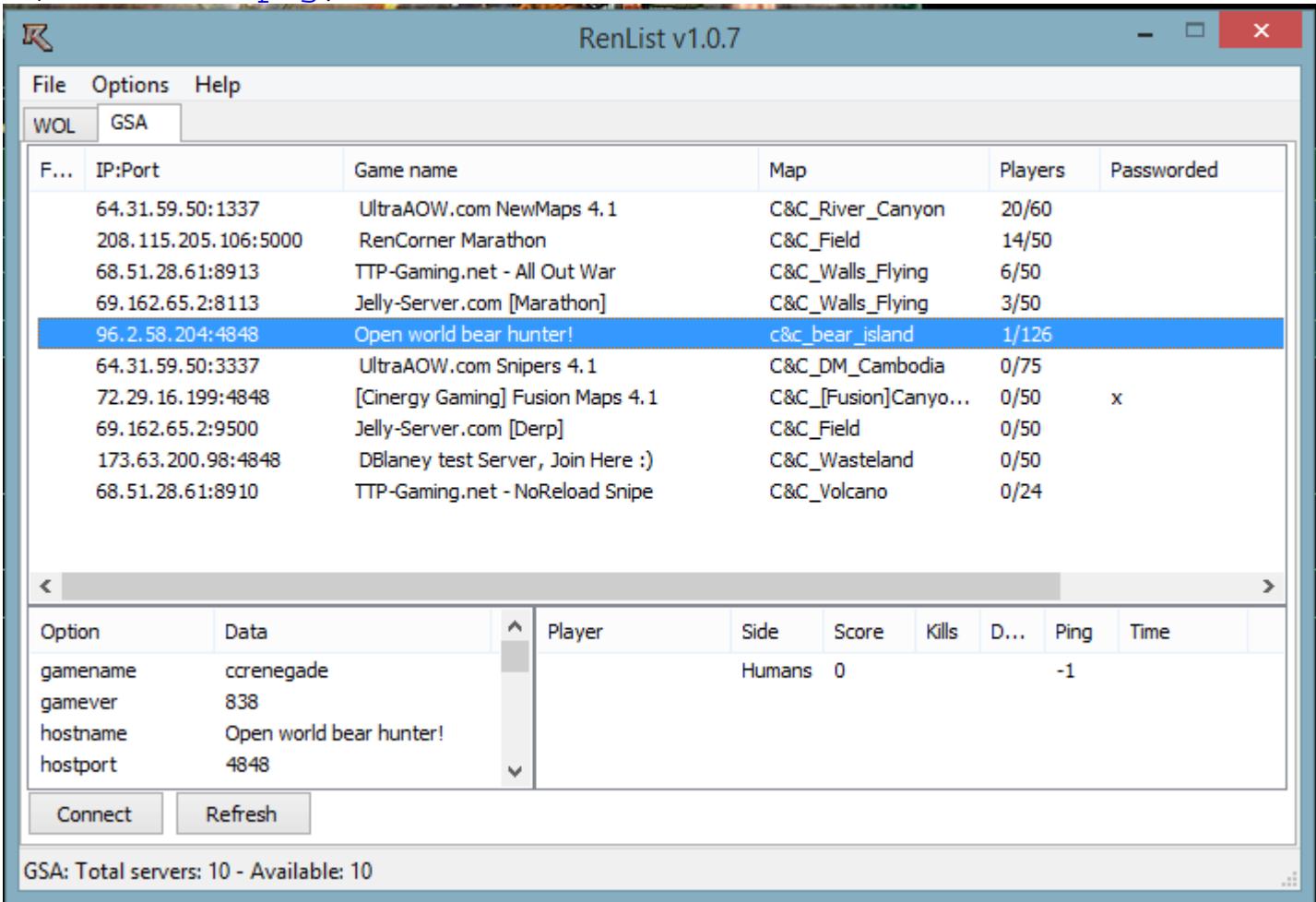
And yes, it is for mod support... and not just for BHP mods either. In theory things like RP2 might want different team names etc and this is the correct way to do that as per the developer spec

Rp2 has its own client for browsing servers, this is just for the Renegade map I'm making lol. I'll give this plug in a try and tell you if it does the trick!

Edit: Yeah it seems I'm getting the same issue with this plugin:

File Attachments

1) [Untitled.png](#), downloaded 1056 times



The screenshot shows the RenList v1.0.7 application window. The main pane displays a list of servers with columns for IP:Port, Game name, Map, Players, and Passworded. One server, '96.2.58.204:4848' with the game name 'Open world bear hunter!', is selected and highlighted with a blue border. The configuration panel at the bottom left shows settings for 'gamename' (ccrenegade), 'gamever' (838), 'hostname' (Open world bear hunter!), and 'hostport' (4848). The bottom right pane shows a table with columns for Player, Side, Score, Kills, D..., Ping, and Time, with one row for 'Humans' with a score of 0 and a ping of -1.

Option	Data
gamename	ccrenegade
gamever	838
hostname	Open world bear hunter!
hostport	4848

Player	Side	Score	Kills	D...	Ping	Time
Humans	0				-1	

GSA: Total servers: 10 - Available: 10