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 412 times

---

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by sla.ro(master) on Thu, 20 Oct 2011 21:52:08 GMT
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i get this error "Error: Input/Ouput failure." (its flooding server and crash)

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by iRANian on Thu, 20 Oct 2011 22:30:07 GMT
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Mean's it has trouble connecting to the GameSpy servers.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by ExEric3 on Fri, 21 Oct 2011 05:10:35 GMT
View Forum Message <> Reply to Message

iRANian wrote on Fri, 21 October 2011 00:30Mean's it has trouble connecting to the GameSpy

servers.

During one week? Servers are on GameSpy.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by iRANian on Thu, 15 Dec 2011 21:38:59 GMT
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I'm releasing a new version, it fixes an issue where the server stopped appearing on GameSpy at high player counts for some people because the Winsock sendto() function fails to fragment UDP packets properly. It also fixes a weird, rare issue where the FDS gets spammed by error messages because the FDS receives weird packets from gamespy.com for no apparent reason.

It's recommended to update, this new version fixes all known issues with the plugin. I'd like to thank st0rm.net for helping me test this version and I'd also like to thank StealthEye for helping me find the issue with Winsock and for suggesting a work around. See the first post of this topic for the updated version.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by iRANian on Mon, 02 Jan 2012 17:17:22 GMT
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I released a new version that adds support for passworded games. Download it from the first post in this topic.

Thanks to Caveman for reporting the issue of the missing passworded games support.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by iRANian on Fri, 25 May 2012 07:40:26 GMT
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I'm releasing a really small fix for a line where I zero out 8192 bytes of a buffer when that buffer only allocates 4096 bytes, for some reason that doesn't appear to cause any unusual problems :/, but it's nice to have fixed.

This plugin has been running on a bunch of servers for a while now and as I haven't had any new bug reports I assume that it's stable.

Thanks to Whitedragon for reporting the issue.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by Ani on Thu, 31 May 2012 23:00:53 GMT

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I can't seem to get the NoWOLPlayerApend thing to work. It doesn't appear on XWIS at all.. It's set to true. Am I supposed to do something else?

Thanks!

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by iRANian on Fri, 01 Jun 2012 07:25:13 GMT
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Try setting it to false.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by Ani on Fri, 01 Jun 2012 22:01:18 GMT
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Hasn't fixed it either m8. I compare my server name to others who have the thing working for them and my server name is shorter so it should fit... Don't know what it could be :/

Edit: Nvm, now it seems to be working. Does it take someone to join to do that or does it have to load up later or something?

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by iRANian on Sat, 02 Jun 2012 07:04:54 GMT
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For some reason it takes a bit to update the XWIS name in the xwis listings :/

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by Xpert on Mon, 04 Jun 2012 04:06:54 GMT
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Ya I thought it was broken, that's why I just rely on my bot for a GSA socket.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by Ani on Mon, 04 Jun 2012 13:11:48 GMT
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It seems to update the settings on GSA quickly, rather instantly. It just seems like the only thing

delayed a bit is the XWIS Name Append thing that iRAN did which is obviously good, but it's about a minute delayed on average.

iRAN, is it possible to update the playercount on XWIS to include GSA players, somehow?

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by iRANian on Mon, 04 Jun 2012 13:21:38 GMT
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The reason it's delayed is because XWIS takes ages to update the topic title.

Yeah it's possible but it'll require lots of work and I'm not sure it's allowed by Strike-Team.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by EvilWhiteDragon on Tue, 05 Jun 2012 08:14:41 GMT
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It's not hard, that's for sure. We had it in some form of WOL proxy. Yes, WOL proxy, not XWIS proxy. It made our server visible on both the USA and the EU WOL server, and worked to some extend with playercounts. Was quite a dirty hack that we used, but we never ran into problems with it, amazingly.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by Ethenal on Tue, 05 Jun 2012 20:34:14 GMT
View Forum Message <> Reply to Message

EvilWhiteDragon wrote on Tue, 05 June 2012 03:14It's not hard, that's for sure. We had it in some form of WOL proxy. Yes, WOL proxy, not XWIS proxy. It made our server visible on both the USA and the EU WOL server, and worked to some extend with playercounts. Was quite a dirty hack that we used, but we never ran into problems with it, amazingly.
How? I assumed since WOL/XWIS is essentially an IRC server that it got the playercount from the amount of users in the server's channel... which I assume can only be legitimate registered users on a valid serial?

But of course I could be wrong on all of that.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by shaitan on Wed, 06 Jun 2012 02:34:13 GMT
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Ethenal wrote on Tue, 05 June 2012 14:34

How? I assumed since WOL/XWIS is essentially an IRC server that it got the playercount from the amount of users in the server's channel... which I assume can only be legitimate registered users on a valid serial?

But of course I could be wrong on all of that.
You must be new, n00bstories has used that cheat for ages.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by Ethenal on Wed, 06 Jun 2012 07:58:10 GMT
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Holy shit you know what, I think you're right. I had forgotten about that.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by reborn on Wed, 06 Jun 2012 08:21:12 GMT
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I believe Ethernal is correct, in that the amount of players displayed as in-game on the WOL listing is based off the amount of clients in the FDS's channel.

However, there are no doubt ways to work-around that.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by EvilWhiteDragon on Wed, 06 Jun 2012 10:13:20 GMT
View Forum Message <> Reply to Message

Ethenal wrote on Tue, 05 June 2012 22:34EvilWhiteDragon wrote on Tue, 05 June 2012 03:14It's not hard, that's for sure. We had it in some form of WOL proxy. Yes, WOL proxy, not XWIS proxy. It made our server visible on both the USA and the EU WOL server, and worked to some extend with playercounts. Was quite a dirty hack that we used, but we never ran into problems with it, amazingly.
How? I assumed since WOL/XWIS is essentially an IRC server that it got the playercount from the amount of users in the server's channel... which I assume can only be legitimate registered users on a valid serial?

But of course I could be wrong on all of that.
You described exactly what we did. We made it have registered users in our channel. Not the ones that were ingame, but that wasn't visible from the serverlistings nor when you were ingame nor in the start screen.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by Ani on Thu, 07 Jun 2012 01:28:50 GMT
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Glad to know I started a real discussion

Is there anyway that this feature can be included in SSGM? Having everyone in the server count as a player in XWIS's player count?

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by reborn on Fri, 08 Jun 2012 14:15:44 GMT
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If it's acheived by spoofing clients in the FDS channel, then Olaf would quite rightly be annoyed, and potentially ban your FDS.
Bots on WOL/XWIS are not allowed (although it's something that isn't often enforced).

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by Ethenal on Fri, 08 Jun 2012 22:23:29 GMT
View Forum Message <> Reply to Message

reborn wrote on Fri, 08 June 2012 09:15If it's acheived by spoofing clients in the FDS channel, then Olaf would quite rightly be annoyed, and potentially ban your FDS.
Bots on WOL/XWIS are not allowed (although it's something that isn't often enforced).
What he said - plus that if everybody was doing it, then they'd be FORCED to block it. It's not such a big deal if one random community is doing it because it's probably not even noticeable.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by Ani on Sat, 09 Jun 2012 23:34:21 GMT
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I think the new beta has broke this plugin. Can I get an update?

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by Ethenal on Sun, 10 Jun 2012 00:04:00 GMT
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It probably has. Just sit tight, I'm sure iran will get around to updating all his stuff.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support

Posted by Distrbd21 on Sun, 10 Jun 2012 07:34:00 GMT
View Forum Message <> Reply to Message

Animoskity wrote on Sat, 09 June 2012 18:34I think the new beta has broke this plugin. Can I get an update?

Your router must be blocking it or you don't have the right port defined in the ssgm.ini.

I'm running beta 5 and my server shows on the gsa list with no problems.

there is no need for an up date.

You can contact me via TeamSpeak either on mine dsts.us:3369 or on ts.MultiPlayerForums.com, I can help you set it up right.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by EvilWhiteDragon on Mon, 11 Jun 2012 13:41:54 GMT
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DistrbdSt0rm21 wrote on Sun, 10 June 2012 09:34Animoskity wrote on Sat, 09 June 2012 18:34I think the new beta has broke this plugin. Can I get an update?

Your router must be blocking it or you don't have the right port defined in the ssgm.ini.

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there is no need for an up date.

You can contact me via TeamSpeak either on mine dsts.us:3369 or on ts.MultiPlayerForums.com, I can help you set it up right.
Eh... You're aware that dedicated servers usually don't have NAT-routers in their connection path, right?

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by iRANian on Mon, 11 Jun 2012 20:38:02 GMT
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You'll have to wait till TT fixes the Is_XXXXX() functions or w/e missing function is causing the issue.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by Distrbd21 on Mon, 11 Jun 2012 22:14:26 GMT
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EvilWhiteDragon wrote on Mon, 11 June 2012 08:41DistrbdSt0rm21 wrote on Sun, 10 June 2012 09:34Animoskity wrote on Sat, 09 June 2012 18:34I think the new beta has broke this plugin. Can I get an update?

Your router must be blocking it or you don't have the right port defined in the ssgm.ini.

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Eh... You're aware that dedicated servers usually don't have NAT-routers in their connection path, right?

Yes mine goes through one but I port forwarded the ports that people connect until I get my server box, or if I decide to go with your hosting ;p

---

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by Ethenal on Mon, 11 Jun 2012 22:21:03 GMT
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DistrbdSt0rm21 wrote on Mon, 11 June 2012 17:14EvilWhiteDragon wrote on Mon, 11 June 2012 08:41DistrbdSt0rm21 wrote on Sun, 10 June 2012 09:34Animoskity wrote on Sat, 09 June 2012 18:34I think the new beta has broke this plugin. Can I get an update?

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You can contact me via TeamSpeak either on mine dsts.us:3369 or on ts.MultiPlayerForums.com, I can help you set it up right.
Eh... You're aware that dedicated servers usually don't have NAT-routers in their connection path, right?

Yes mine goes through one but I port forwarded the ports that people connect until I get my server box, or if I decide to go with your hosting ;p
What he is saying is that dedicated server boxes (i.e. one hosted in a colocation center, like SoftLayer in Dallas) do not HAVE NAT routers. So therefore, what you're talking about has nothing to do with his problem (unless of course his server is behind a NAT router at home or something similar).

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support

Posted by cAmpa on Tue, 19 Jun 2012 17:04:10 GMT
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There must be something wrong with this plugin.
On RenList it does work fine but on RR browser it's mostly unscanned.

A fix would be great.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by iRANian on Tue, 19 Jun 2012 17:10:11 GMT
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sure give me the rr source and i'll check it for you, rr probably doesnt support gamespy correctly

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by cAmpa on Tue, 19 Jun 2012 17:21:03 GMT
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iRANian wrote on Tue, 19 June 2012 19:10sure give me the rr source and i'll check it for you, rr probably doesnt support gamespy correctly

I can't and it only has trouble with this plugin, RRServer, Brenbot WOLSpy etc. work great there.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by iRANian on Tue, 19 Jun 2012 17:25:24 GMT
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when i used the launcher it wouldnt show wolspy servers and sometimes it didnt scan brenbot ones, it would also display a bunch of servers that i couldnt actually connect to and it showed "unscanned" servers, w/e those are

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by cAmpa on Tue, 19 Jun 2012 17:40:44 GMT
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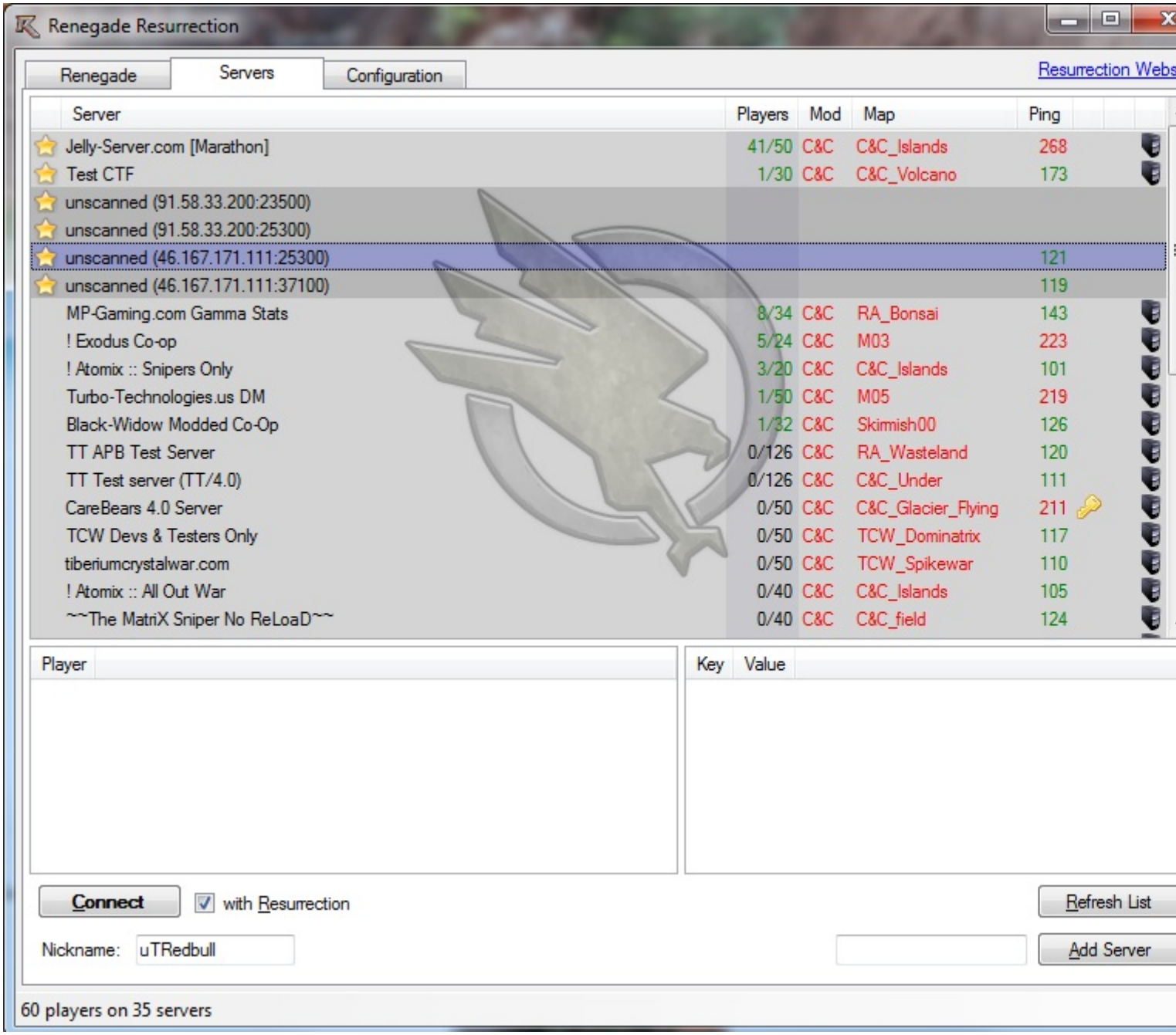
Beside Server's using your plugin it looks fine for me.

Screenshot attached.

File Attachments
1) rlrr.jpg, downloaded 759 times



Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by iRANian on Tue, 19 Jun 2012 17:48:56 GMT
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Uhm, it shows up in GameSpy Arcade and RenList just fine. I can't tell what RR is doing wrong without the source code although I could disassemble it I guess if I feel like. Try adding 'csvr 1' and 'dg 1' to the info sent. That shoudn't work because BRenBot sends those out incorrectly.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by cAmpa on Tue, 19 Jun 2012 18:05:13 GMT
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iRANian wrote on Tue, 19 June 2012 19:48Try adding 'csvr 1' and 'dg 1' to the info sent. That shoudn't work because BRenBot sends those out incorrectly.

Not sure what to do, can you explain?

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by iRANian on Tue, 19 Jun 2012 18:07:28 GMT
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Me neither, but both the RR server and BrenBot send those out (you can check with a gamespy list brower), only the gamename and gamever are neccessary for RenList and GSA though.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by iRANian on Sat, 01 Sep 2012 21:21:58 GMT
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I've uploaded version 1.4, Animoski reported that both his main and test server crashed at the same and that the FDS didn't generate a crashdump, which likely means it crashed in the GSA socket thread code from this plugin, he suspected the reason it crashed was because the connection with the GameSpy master server was lost.

This plugin checks for socket errors the way Microsoft's documentation describes, but receiving data on a closed socket isn't considered an error, it will cause zero bytes of data to be received instead of an error being "set". My plugin didn't check for this because it's fucking retarded to design a function like that and this design wasn't highlighted in the documentation.

The update adds code to check for this and another data corruption case, but I'm not sure if it fixes this of crash which I'm not certain if it was caused by this plugin (although it seems very likely).

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by iRANian on Sat, 01 Sep 2012 22:09:02 GMT
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Released version 1.5, this version should fix an issue where sometimes the real player count is appended twice to the XWIS game title.

Also changed the code so it's a bit more efficient, although you won't notice this at all. I'm using code from Whitedragon that hasn't been publicly released (yet).

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by cAmpa on Sat, 01 Sep 2012 22:18:38 GMT
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Have you fixed the problem with the RR launcher?

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by iRANian on Sat, 01 Sep 2012 22:24:07 GMT
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Nope, I don't know what the issue is.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by ExEric3 on Sat, 08 Feb 2014 10:36:18 GMT
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iRANian can you update it for scripts 4.1?

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by danpaul88 on Mon, 10 Feb 2014 14:11:03 GMT
View Forum Message <> Reply to Message

iRANian wrote on Tue, 19 June 2012 18:48Uhm, it shows up in GameSpy Arcade and RenList just fine. I can't tell what RR is doing wrong without the source code although I could disassemble it I guess if I feel like. Try adding 'csvr 1' and 'dg 1' to the info sent. That shoudn't work because BRenBot sends those out incorrectly.

Oh really? In what way are they wrong?

It's the first I've heard of it, if you'd care to let me know what's wrong with them I'll go ahead and fix it.

(And yes, I'm aware this topic is quite old, but I don't come in here very often lol)

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by iRANian on Mon, 10 Feb 2014 16:55:11 GMT
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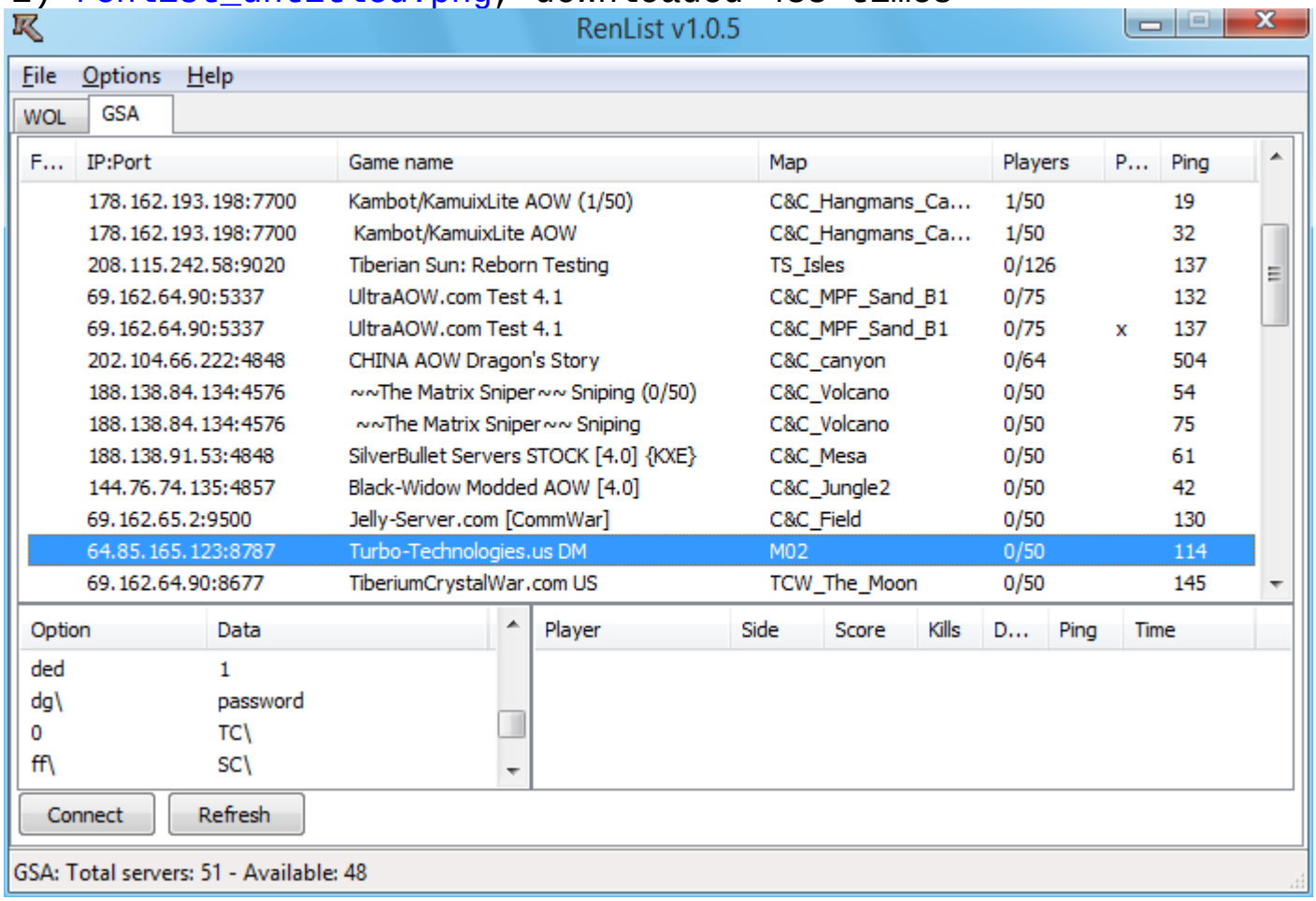
Don't know what is wrong but it shows up in RenList like in the attached screenshot.

Might be fixed with a newer BRenBot release though, it only seems to affect a few servers listed on GSA now.

File Attachments

1) renlist_untitled.png, downloaded 483 times



Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by danpaul88 on Mon, 10 Feb 2014 17:29:38 GMT
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Oh yeah, I do recall there was an issue escaping blank values which I fixed a long, long time ago... unfortunately severs aren't particularly quick to update their bots. I assumed it must have been something more recent than that.

Thanks for getting back to me though.

I also find it quite amusing that the TSR servers are listed in there... we only have GSA turned on for our own launcher to talk to, I had no idea they were showing up on renlist.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support

Posted by iRANian on Mon, 10 Feb 2014 17:58:36 GMT
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You guys are using your own GSA master server clone?

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by Ethenal on Mon, 10 Feb 2014 18:35:48 GMT
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Clearly not, because Reborn servers appear on RenList.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by iRANian on Mon, 10 Feb 2014 21:36:02 GMT
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That's why I was wondering. Might also mean it's broadcasting on the clone and on GSA.

Figured they just filter on servers hosting with a map with RA_ or TS_ as prefix.

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.

Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by Gen_Blacky on Tue, 11 Feb 2014 01:47:14 GMT
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iRANian wrote on Tue, 19 June 2012 18:48Uhm, it shows up in GameSpy Arcade and RenList just fine. I can't tell what RR is doing wrong without the source code although I could disassemble it I guess if I feel like. Try adding 'csvr 1' and 'dg 1' to the info sent. That shoudn't work because BRenBot sends those out incorrectly.

danpaul88 wrote on Mon, 10 February 2014 10:29Oh yeah, I do recall there was an issue escaping blank values which I fixed a long, long time ago... unfortunately severs aren't particularly quick to update their bots. I assumed it must have been something more recent than that.

Thanks for getting back to me though.

I also find it quite amusing that the TSR servers are listed in there... we only have GSA turned on for our own launcher to talk to, I had no idea they were showing up on renlist.

I fixed that issue before also. Most servers would of had it.