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Subject: Re: [SSGM Plugin]GameSpy Support  
Posted by [iRANian](#) on Sat, 13 Aug 2011 21:31:42 GMT  
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I've updated my first post with version 1.1. In the first release the player time gets counted since the start of the map. In v1.1 there's an option to either use that logic or send the player count since the player joined the server.

You'll have to update your gamespy\_support.ini file too, I added the following option to it:

```
;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
```

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