
Subject: Re: [SSGM Plugin]GameSpy Support
Posted by [danpaul88](#) on Mon, 15 Aug 2011 12:56:47 GMT
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Just increasing the size of the buffer is a bodge, not a fix. The code should also be able to detect it's *about* to overrun the buffer and do something sensible (ie: discard the packet and log the failure, dynamically extend the buffer, transmit the content thus far, empty the buffer and continue etc) to deal with that scenario.
