Subject: WOLSpy Update!
Posted by djlaptop on Wed, 26 May 2004 12:11:46 GMT
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After a long, long wait... WolSpy has been upgraded to version 1.1.0.16. This version has a few bug fixes, including:

GameSpy data (Map and Playercount) now updates correctly!
Fixed the "Routine Memory Cleanup" from repeatedly occuring after a while
The WOLSpy window can now be sized and minimized (to the taskbar... before this you could only minimize to tray)

Grab it from the WolSpy Page now!

Subject: WOLSpy Update!
Posted by visorneon on Wed, 26 May 2004 19:35:45 GMT
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good work

Subject: WOLSpy Update!
Posted by djlaptop on Wed, 26 May 2004 23:01:44 GMT
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GASP

You stole my avatar!

Subject: WOLSpy Update!
Posted by djlaptop on Wed, 26 May 2004 23:03:15 GMT
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Oh, I guess I only used that avatar on the irc stats page and not on the forums. Never mind! 'Sall good either way...

Subject: WOLSpy Update!
Posted by TonyMontana on Sat, 29 May 2004 19:44:03 GMT
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it is not updating gsa status correctly.

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this is .17 version, I could not find .16 version on the site.

DO you know how we could run multiple wolspy servers? e.g. I have 2 servers, it would be nice to be able to run both on wolspy.

2nd, how can we remove the [WOLSPY] Tag? it makes the name mess up, people think their is a clan called wolspy. Maybe have a paid version where you can remove the tag.

Subject: WOLSpy Update!
Posted by TonyMontana on Sun, 30 May 2004 18:50:18 GMT
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Ok, I tested it again.
The problem is that the wolspy does not do its update interval. I have to go in and manually press force FDS update for the server to correctly show gamespy status.

In the mean time, the wolspy fix works stil, its a program that shutsdown and restarts wolspy every 3 minutes.

Subject: WOLSpy Update!
Posted by djlaptop on Sun, 20 Jun 2004 14:53:14 GMT
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Make sure you're running the correct version. The current version DOES update properly.

As of now, there's no way to remove the [WOLSPY] tag.

You can run multiple copies of WolSpy by installing it to two different directories. Point each copy at the copy of Renegade you want it to control, and then make sure that each one is using a different GameSpy Query Port.