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Subject: RenList 1.0.9

Posted by [Adad](#) on Tue, 14 Jun 2016 12:36:27 GMT

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[Update] Anyone who updated to 1.0.9 between (GMT) 14-Jun 11am to 15-Jun 4pm, please re-download RenList to fix a bug which caused Renegade unable to launch.

RenList provides the ability to retrieve server list via GSA and WOL protocol. You can also connect to any listed servers by pressing "Connect" or double-clicking the selected server.

Changes since the last release:

1.0.9 - 14 Jun, 2016

- \* Change: [General] Structure of RenList.xml has been changed and some settings are incompatible with previous versions
- \* Change: [WOL] Password is now encrypted before saving to memory and configure file
- \* Change: [GSA] Status bar will display "no server available" instead of "Querying..." in GSA if GSA master returns empty server list
- \* Fix: [WOL] Server list menu disappeared
- \* Fix: [WOL] Prompt incorrect password after password update
- \* Fix: [GSA] Incorrect sorting behavior with customized columns
- \* Fix: [GSA] Favorited servers sometimes don't show up
- \* Fix: [GSA] Connect button is now in proper state when (de)selecting servers

Full changelog1.0.9 - 14 Jun, 2016

- \* Change: [General] Structure of RenList.xml has been changed and some settings are incompatible with previous versions
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- \* Fix: [GSA] Favorited servers sometimes don't show up
- \* Fix: [GSA] Connect button is now in proper state when (de)selecting servers

1.0.8 - 3 Aug, 2014

- \* Change: Parsing GameSpy query header "[name]\_t#" as server option to follow GameSpy specification (UI for this will be added in future update)
- \* Change: Column "Favorite" can no longer be sorted
- \* Fix: Catch connect throttle error from WOL
- \* Fix: Sorting now works for customized GSA column order
- \* Fix: Join button on WOL is now enabled when closing Server Information
- \* Remove: Renegade Resurrection support

1.0.7 - 10 May, 2014

- \* Update: Master servers list

#### 1.0.6 - 26 Aug, 2012

- \* Fix: "General" is now the default page in settings dialog
- \* Fix: Handling of empty GSA server data
- \* Update: WOL sign in error information

#### 1.0.5 - 28 Aug, 2011

- \* Add: channel ban notification for WOL servers
- \* Fix: Incorrect nickname to join WOL servers
- \* Fix: WOL servers information is now parsed correctly

#### 1.0.4 - 5th Apr, 2010

- \* Change: Updated wxWidgets to 2.8.10
- \* Fix: XWIS server IP and Port

#### 1.0.3 - 4th Apr, 2009

- \* Add: Unlimited WOL buddy list
- \* Add: Players count for GDI and Nod in WOL server info dialog
- \* Add: Page ability for nicknames in buddy list
- \* Add: Detection of Renegade installation from The First Decade
- \* Add: Renegade Resurrection support (Disabled by default)
- \* Change: RenList will ask for prompt settings dialog during first startup
- \* Change: GameSpy is now enabled by default
- \* Change: Reduced executable size
- \* Fix: Crash when sorting WOL players in server information dialog
- \* Fix: Duplicate query for favorited GameSpy servers
- \* Fix: RenList process would continue running in background if it was closed after WOL Server Info was left open.
- \* Fix: No longer show negative max player number for WOL servers
- \* Fix: "Connect" button in WOL server info dialog no longer disabled in empty server
- \* Fix: WOL Reconnect delay

#### 1.0.2 - 19th Nov, 2008

- \* Add: +multi parameter support for Renegade (Default is disabled)
- \* Fix: Can't enter characters in text boxes
- \* Fix: Passworded WOL servers always prompt "Incorrect password"

#### 1.0.1 - 12th Nov, 2008

- \* Fix: Crash when launching Renegade from selected GSA server
- \* Fix: "Connect" and "Join" button won't change its state after Renegade is terminated if the section that own the button is not enabled

#### 1.0.0 - 11th Nov, 2008

- \* Add: You can now copy IP:Port of GameSpy servers to clipboard from right-click menu and select "Copy IP:Port to clipboard"
- \* Add: More error checking in update downloader
- \* Add: It's now always check for Renegade executable existence before launching the game
- \* Add: Main window position is now remembered
- \* Add: Display GameSpy server info (player info and game config)

- \* Add: "F5" on keyboard can now refresh servers list in selected tab
- \* Add: Display WOL server game config
- \* Add: Ability to use direct-connect in WOL servers and bypass direct-connect kicker
- \* Fix: Item "Connect" in right click menu in GSA server list is now disabled if Renegade executable does not exist
- \* Fix: Non-favorite servers no longer appear as favorites in the GSA right click menu.
- \* Fix: Incorrect sort order for the servers below the last favorited server
- \* Fix: Freeze while GameSpy servers list is refreshing

### 0.3.0 - 1st Oct, 2008

- \* Add: Ability to add/move/remove column (You can set by right click on server lists header or from menu "Option" -> "Column settings")
- \* Add: Indicator for ascend/descend sort in GameSpy and WOL server listing
- \* Add: Statusbar is now show the current status of GameSpy and WOL
- \* Add: Button to control connection to WOL
- \* Add: Config option for WOL reconnect delay after disconnection (5 - 30 seconds)
- \* Add: Columns width is now remembered
- \* Change: Adjust settings dialog checkboxes string
- \* Change: Auto reconnect will be disabled if WOL responded with invalid password or serial
- \* Change: Settings code has been simplified for features from the future
- \* Change: Pressing enter in config dialog text fields is now equal to pressing "Save" button
- \* Fix: Memory leak from WOL server player info

### 0.2.0 - 26th Sep, 2008

- \* Add: Auto updater
- \* Add: New menu for settings and merged settings dialogs
- \* Add: Check for Renegade executable existence
- \* Add: Check for Renegade path on first start
- \* Add: Ability to sort WOL server players list
- \* Add: Time-left label in WOL server player list
- \* Add: Refresh selected GameSpy server
- \* Change: Moved to wxWidgets 2.8.9
- \* Change: Blocked columns resize (except player name) in WOL server player list
- \* Change: The way of how it store GameSpy favorite servers. Even GameSpy master is unavailable, it will still query favorite servers and list if available
- \* Change: GameSpy and WOL servers list is now output instantly with sort ability
- \* Change: WOL players list is now sort by current in-game rank by default
- \* Change: RenList.xrc is no longer needed. It is being merged with RenList.exe
- \* Fixed: GameSpy servers list is now decrypted properly
- \* Remove: "Settings" buttons are removed

### ReadmeRenList 1.0.9 by Adad

\* What does it do:

RenList provides the ability to retrieve server list from GameSpy and WOL.

You can also connect to any listed servers by pressing "Connect" or double-clicking the selected

server.

>\* Usage:

->\* WOL:

RenList can list servers from WOL as long as you provide a valid nickname, password and serial to connect.

You may play in any of the servers with 2 clicks; even if they are Direct-Connect protected.

->\* WOL Buddy List:

RenList has its own WOL buddy list manager.

Unlike the one from Renegade, this allows an unlimited amount of buddies to be added.

You can also delete, edit and page buddies from the manager.

->\* WOL Page ability:

RenList has a nice multi-tab console to send and receive pages from WOL.

Once a page is received, the window will flash to get your attention.

The \* at the end of a tab name indicates that you have an unread message from the player.

->\* GSA:

RenList can list servers from GameSpy.

You may play in any of the servers by double-clicking the selected server or clicking the "Connect" button.

->\* Custom Columns:

RenList provides a way to customize columns to fit your needs including visibility, order and width. Right click on the column header or from menu: "Options" -> "Columns editor".

The above settings are stored in RenList.xml so you don't have to redo it everytime you start RenList.

>\* Note:

RenList developers are not responsible for any actions done by WOL, such as bans.

>\* Changelog:

- Read changelog.txt

>\* Enjoy RenList!

You can update via auto-updater, or download from [Here](#).

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Subject: Re: RenList 1.0.9

Posted by [dblancey1](#) on Tue, 14 Jun 2016 14:44:19 GMT

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Thank you. Seems to work with my quick testing I did.

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Subject: Re: RenList 1.0.9

Posted by [dblancey1](#) on Tue, 14 Jun 2016 22:41:02 GMT

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Hmm, now the connect button doesn't seem to launch the game at all now. The listing issue is definitely fixed though. Cleared my config file as well and tried again and same thing. It just never launches game.exe even though I have it pointed to it. Tried game2.exe and renegadelauncher.exe as well. its never opening the target file at all now.

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Subject: Re: RenList 1.0.9

Posted by [\[-HOH-\]szymek777](#) on Wed, 15 Jun 2016 14:15:52 GMT

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dblancey1 wrote on Wed, 15 June 2016 00:41Hmm, now the connect button doesn't seem to launch the game at all now. The listing issue is definitely fixed though. Cleared my config file as well and tried again and same thing. It just never launches game.exe even though I have it pointed to it. Tried game2.exe and renegadelauncher.exe as well. its never opening the target file at all now.

I don't have this problem. I have set to Renegade.exe

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Subject: Re: RenList 1.0.9

Posted by [Adad](#) on Wed, 15 Jun 2016 15:29:24 GMT

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dblancey1 wrote on Wed, 15 June 2016 06:41Hmm, now the connect button doesn't seem to launch the game at all now. The listing issue is definitely fixed though. Cleared my config file as well and tried again and same thing. It just never launches game.exe even though I have it pointed to it. Tried game2.exe and renegadelauncher.exe as well. its never opening the target file at all now.

Please re-download RenList from here. Restart of RenList may needed after updated Renegade path for now and will be fixed in next update.

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Subject: Re: RenList 1.0.9

Posted by [dblancey1](#) on Thu, 16 Jun 2016 17:00:40 GMT

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Redownloading seemed to fix it. Strange cause i cleared out the config file.

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Subject: Re: RenList 1.0.9

Posted by [ArtyWh0re](#) on Mon, 08 Aug 2016 21:19:23 GMT

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Have you considered writing Renlist for Android and IOS?

It would be really handy just to be able to see which maps are currently being played from a smart phone.

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Subject: Re: RenList 1.0.9

Posted by [Jerad2142](#) on Wed, 14 Dec 2016 01:01:26 GMT

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I seem to have found a bug:

If you favorite TONS of servers the refresh button quits working.

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Subject: Re: RenList 1.0.9

Posted by [Adad](#) on Tue, 20 Dec 2016 11:45:24 GMT

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Jerad Gray wrote on Wed, 14 December 2016 09:01I seem to have found a bug:

If you favorite TONS of servers the refresh button quits working.

Do you mean mark all available servers as favorite?

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Subject: Re: RenList 1.0.9

Posted by [Jerad2142](#) on Tue, 20 Dec 2016 12:58:40 GMT

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Adad wrote on Tue, 20 December 2016 04:45Jerad Gray wrote on Wed, 14 December 2016

09:01I seem to have found a bug:

If you favorite TONS of servers the refresh button quits working.

Do you mean mark all available servers as favorite?

Yeah, and then some (I was marking the as favorite for a very long time).

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Subject: Re: RenList 1.0.9

Posted by [XD\\_ERROR\\_XD](#) on Wed, 21 Dec 2016 13:12:53 GMT

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Jerad Gray wrote on Tue, 20 December 2016 05:58Adad wrote on Tue, 20 December 2016

04:45Jerad Gray wrote on Wed, 14 December 2016 09:01I seem to have found a bug:

If you favorite TONS of servers the refresh button quits working.

Do you mean mark all available servers as favorite?

---

Yeah, and then some (I was marking the as favorite for a very long time).

You can also connect to the server using the right mouse button and then clicking connect, this works a lot better.

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Subject: Re: RenList 1.0.9

Posted by [Wyld1USA](#) on Mon, 27 Mar 2017 13:10:57 GMT

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Jerad Gray wrote on Tue, 13 December 2016 20:01I seem to have found a bug:  
If you favorite TONS of servers the refresh button quits working.

I'm guessing it has not been fixed from when Jerad first reported it. Odd though, it will start working several days after I started Renlist up. Not a big issue as WOL refresh still works so you can go there to see if there are players in the servers. Would be nice to have the GSA refresh working properly though.

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Subject: Re: RenList 1.0.9

Posted by [Jerad2142](#) on Mon, 27 Mar 2017 20:14:58 GMT

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Now that I wiped my favorites out I usually have to boot reenlist twice to get any servers listed.

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Subject: Re: RenList 1.0.9

Posted by [Wyld1USA](#) on Thu, 13 Apr 2017 12:59:42 GMT

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I forgot to post back; after tinkering with it for a bit if you right click and refresh each server individually for whatever reason it fixes itself after about 2 or 3 refreshes. No clue but it works.

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Subject: Re: RenList 1.0.9

Posted by [dblaney1](#) on Thu, 13 Apr 2017 16:51:22 GMT

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Can you give the TT team the source for this or just release it publicly. It really would be helpful to be able to sort out these glitches.

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Subject: Re: RenList 1.0.9

Posted by [Wyld1USA](#) on Fri, 14 Apr 2017 12:39:14 GMT

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Adad..... I was hoping he would surface here...

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Subject: Re: RenList 1.0.9

Posted by [Adad](#) on Wed, 26 Apr 2017 16:47:41 GMT

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I couldn't reproduce the problem by adding all available servers as favorite. I added several non-existence servers as well and it's refreshing properly.

Would you please provide the steps or pm me the favorite list?

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Subject: Re: RenList 1.0.9

Posted by [dblanky1](#) on Wed, 26 Apr 2017 16:56:15 GMT

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Can you make it so its possible to resize the renlist window. Also high DPI support would be great as well.

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Subject: Re: RenList 1.0.9

Posted by [Wyld1USA](#) on Thu, 27 Apr 2017 12:33:21 GMT

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Adad wrote on Wed, 26 April 2017 12:47 I couldn't reproduce the problem by adding all available servers as favorite. I added several non-existence servers as well and it's refreshing properly.

Would you please provide the steps or pm me the favorite list?

Sorry I missed you on IRC. Good to see you old friend.

Seems the condition is created when you restart Renlist.

Refresh button is grey upon starting and you have to do a series of things to get the refresh to ungrey as well as see all the servers.

1. Screen shows Renlist before the restarted. Note that you only see 2 non-favored servers.
2. Screen shows Renlist on restart. Note the 2 non-favored servers are gone.
3. Screen is one of the processes to go through to get the refresh to ungrey. Refresh all doesn't work you have to choose just refresh server.
4. Screen is the end result of either doing the drop down refresh server about 3 to 5 times or

simply restarting Renlist 2 or 3 times after you have done the refresh server. Hard part is you just doing the same thing to fix it doesn't always work. It is a combination. But it is consistent on not working from a restart. Note you now see all servers including one that wasn't showing at the start.

Hope this helps.

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Subject: Re: RenList 1.0.9

Posted by [Adad](#) on Sat, 29 Apr 2017 15:25:07 GMT

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Wyld1USA wrote on Thu, 27 April 2017 20:33Adad wrote on Wed, 26 April 2017 12:47I couldn't reproduce the problem by adding all available servers as favorite. I added several non-existence servers as well and it's refreshing properly.

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Hope this helps.

I still couldn't reproduce the problem, do you mind to send me your RenList.xml with removed nickname/password/serial via pm?

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Subject: Re: RenList 1.0.9

Posted by [Wyld1USA](#) on Thu, 04 May 2017 12:53:51 GMT

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Done. Thank you for taking time to look at this.

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