Research On GameSpy Protocol

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Part I

Research On GameSpySDK

Chapter 1

GameSpy General Construction

In GameSpy SDK there are 16 modules, which constructed the GameSpy main functions.

1.1 GameSpy SDK Module

- GameSpy Presence Servers
  - GameSpy Presence Connection Manager
  - GameSpy Presence Search Player
- Nat Negotiation
- Master Server: Query Report 2
- Master Server: Server Browser
- Master Server: Available Check
- Game Patching
- Game Tracking
- Master Server Patching: Downloading files from FilePlanet
- Peer SDK
- Game Statitics
- Chat Server

Chapter 2

GameSpy Presence Servers

GameSpy Presence Servers contain two server, GameSpy Presence Connection Manager (GPCM) and GameSpy Presence Search Player (GPSP). GPCM is a server that handle login request and response with corresponding user infomation stored on GameSpy. GPSP is a server that handle search request for user.

2.0.1 Server IP and Ports

Table 2.1 are the GPCM and GPSP IP and Ports that client/game connect to.

IP	Port
gpcm.gamespy.com	29900
gpsp.gamespy.com	29901

Table 2.1: IP and Ports for GameSpy Presence Servers

2.0.2 Database Key Field

These keys is that GameSpy Presence SDK using to find a user in their database. Keys are shown in Table 2.2.

Keys	Description
User	An user contains the Email and the password, but contains multiple profiles
ProfileID	The profile contains the name, surname, birth date and all the rest user info, including an unique nickname used to identify the profile and a generic nickname used to show for example in games

Table 2.2: Key Field

2.0.3 Protocol Descriptions

In this part, we show the protocol detail in GameSpy Presence SDK.

2.0.3.1 The String Pattern

We first introduce the pattern of the string, which is using to make up a request. This kind of string is represent a value in a request sends by the client as Table 2.3.

String	Description
$\backslash\langle content\rangle\backslash$	The value is $\langle content\rangle$

Table 2.3: Value string

This kind of string is represent a command in a request sends by the client as Table 2.4. The command will end with \\ or \ depends on whether run at the server-side or client-side.

String	Description
$\backslash command\backslash\backslash$	This is a command
$\backslash error\backslash\backslash$	Error command
$\backslash lc\backslash$	Login command

Table 2.4: Command string

This kind of string is represent a parameter in a request sends by the client 2.5. GameSpy uses the combination of the parameter to search the string with value, and sends the data back to client use this kind of parameter string.

String	Description
$\backslash id\backslash 1\backslash$	This is a parameter string the value of id is 1
$\backslash profileid\backslash 007\backslash$	This is a parameter string the value of $profileid$ is 007

Table 2.5: Parameter string

Error response string for (GPCM, GPSP):

$$\backslash error\backslash\backslash err\backslash\langle errorcode\rangle\backslash fatal\backslash\backslash errmsg\backslash\langle errormessage\rangle\backslash id\backslash 1\backslash final\backslash \quad (2.1)$$

2.0.3.2 Login Phase

Client Login Request
There are three ways of login:

- AuthToken: Logging using an alphanumeric string that rapresents an user
- UniqueNick: Logging using a nickname that is unique from all the players
- User: Logging with the nickname and the password

The full login request string:

$$\begin{aligned}&\backslash login\backslash challenge\backslash\langle challenge\rangle\backslash authtoken\backslash\langle authtoken\rangle\\&\backslash uniquenick\backslash\langle uniquenick\rangle\backslash user\backslash\langle user\rangle\backslash userid\backslash\langle userid\rangle\\&\backslash profileid\backslash\langle profileid\rangle\backslash partnerid\backslash\langle partnerid\rangle\backslash response\backslash\langle response\rangle\\&\backslash firewall\backslash 1\backslash port\backslash\langle port\rangle\backslash productid\backslash\langle productid\rangle\\&\backslash gamename\backslash\langle gamename\rangle\backslash namespaceid\backslash\langle namespaceid\rangle\\&\backslash sdkrevision\backslash\langle sdkrevision\rangle\backslash quiet\backslash\langle quiet\rangle\backslash id\backslash 1\backslash final\backslash\end{aligned} \tag{2.2}$$

The value $\langle challenge\rangle$ for $\backslash challenge\backslash$ in 2.2 is a 10 byte alphanumeric string.

The following Table 2.6 is a description of string used in login request, GameSpy can use these string to find value in database.

String	Description
login	The login command which use to identify the login request of client
challenge	The user challenge used to verify the authenticity of the client
authtoken	The token used to login (represent of an user)
uniquenick	The unique nickname used to login
user	The users account (format is NICKNAME@EMAIL)
userid	Send the userid (for example when you disconnect you will keep this)
profileid	Send the profileid (for example when you disconnect you will keep this)
partnerid	This ID is used to identify a backend service logged with gamespy.(Nintendo WIFI Connection will identify his partner as 11, which means that for gamespy, you are logging from a third party connection)
response	The client challenge used to verify the authenticity of the client
firewall	If this option is set to 1, then you are connecting under a firewall/limited connection
port	The peer port (used for p2p stuff)
productid	An ID that identify the game you're using
gamename	A string that rapresents the game that you're using, used also for several activities like peerchat server identification
namespaceid	?
sdkrevision	The version of the SDK you're using
quiet	? Maybe indicate invisible login which can not been seen at friends list
id	The value is 1
final	Message end

Table 2.6: Login parameter string

Login Response From Server
There are two kinds of login response string:

$$\backslash lc\backslash 1 \tag{2.3}$$

$$\backslash lc\backslash 2 \tag{2.4}$$

This response string 2.3, 2.4 is send by the server when a connection is accepted, and followed by a challenge2.2, which verifies the server that client connect to.

2.0.3.3 User Creation

This commmand 2.5 is used to create a user in GameSpy.

$$\begin{aligned}&\backslash newuser\backslash email\backslash\langle email\rangle\backslash nick\backslash\langle nick\rangle\\&\backslash passwordenc\backslash\langle passwordenc\rangle\backslash productid\backslash\langle productid\rangle\\&\backslash gamename\backslash\langle gamename\rangle\backslash uniquenick\backslash\langle uniquenick\rangle\\&\backslash cdkeyenc\backslash\langle cdkeyenc\rangle\backslash partnerid\backslash\langle partnerid\rangle\backslash id\backslash 1\backslash final\backslash\end{aligned} \tag{2.5}$$

The description of each parameter string is shown in Table 2.7.

String	Description
email	The email used to create
nick	The nickname that will be created
passwordenc	The encoded password (password XORed by Gamespy seed and the Base64 encoded)
productid	An ID that identify the game you're using
gamename	A string that rapresents the game that you're using, used also for several
namespaceid	?Unknown
uniquenick	Uniquenick that will be created
cdkeyenc	The encrypted CDkey, encrypted method is the same as the passwordenc
partnerid	This ID is used to identify a backend service logged with gamespy
id	The value of id is 1
final	Message end

Table 2.7: User creation string

Part II

RetroSpy System Architecture

2.1 GameSpy Library

2.1.1 Networks

There are two different servers in RetroSpy; one is TCP another is UDP. TCP and UDP work differently so the implementation will be different. We show the different implementing in 2.1.1.1 and 2.1.1.2.

2.1.1.1 TCP

TcpServer class is only for making the connection and listening for connections. TcpStream is for receiving and sending the message.

2.1.1.2 UDP

UdpServer class does not need a server to handle connection and listen for connection, every client can be a server, and every server is a client. So this class has both receiving and sending functions.

Chapter 3

introduction

Chapter 4

conclusion