Subject: XWIS player listing screen
Posted by reborn on Wed, 05 Nov 2008 21:44:57 GMT
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The XWIS player listing screen for 3.4.4 users (as so I assume 4.0 will too) lists servers from top to bottom based on player count.
A nice way of getting rid of the a000 nick problem.
However, the XWIS player listing screen only displays people connected through XWIS. The XWIS bot counts the players in the channel and uses that to display the player count.

I've seen a couple of server change there game name dynamically based on player counts, which is pretty cool. But if 4.0 becomes mandatory, then all servers will be "ranked" based on the XWIS player count solely, so that game name with the player count will be pretty useless.

Whilst I realise this would be a heavy amount of work, it isn't really fair to servers that have there player base largely pooled from direct connections to the server or Gamespy players.
The FDS needs to be telling XWIS how many players it has, rather then XWIS counting players in the channel.

I understand this will most likely never happen, but there is a good chance some server owners havn't realised this yet.