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Subject: Re: Server list fix?

Posted by [dr3w2](#) on Thu, 22 Jan 2009 00:27:18 GMT

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pvtschlag wrote on Wed, 21 January 2009 16:32Ghostshaw wrote on Tue, 20 January 2009 08:34It just doesn't count GSA players and such (and no we can't possibly fix that).

If I remember correctly the FDS already stores the current players within the channel topic that is set. So if you simply made the client get the number of players from the topic instead of XWIS then it would fix it.

And if I am wrong about it already being in the topic, then it still wouldn't be too hard to add it to it.

Only downside is servers could then lie about there player count. Which might make it not worth doing.

Would be best if XWIS would fix it on their end.

To get the correct player count you need to join the channel first. The Xwis server listing(topics) displays only Xwis connected clients, then on channel join the full list of players and the count (even player IPs lawl ) gets sent. That's why when you "join" the game, before actually loading/connecting to it you can actually see the full list of player names.

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