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Subject: Re: The Pointsfix and the Game Listings  
Posted by [Crimson](#) on Thu, 08 Oct 2009 04:14:20 GMT  
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Spoony wrote on Wed, 07 October 2009 16:20 On the contrary. it seems that others know something I don't, because I've asked several times for an EXACT explanation of how this will work, and still not been answered.

From what I have gathered from the team, they're simply using the XWIS-displayed players at the moment. Of course everyone knows this number doesn't include Gamespy/Direct Connect players, and if XWIS fails and your server reconnects (because you're using WOLProxy), the player count resets to 0.

However, I am pushing hard to get them to update the server and client to change the listing to TRUE player count so that this sort will actually be useful and fair.

Quote:R315r4z0r said:  
There is no official ladder or prizes anyway..

That's not true. The BHS(TT) ladder will be official and I have a box of goodies from EA to give as prizes.

Quote:grant89uk said:  
There were log files which showed crimson login in on it and causing our server numbers on xwis to crash to 0.

It was essentially sabotage.

Excuse me, but I was exonerated from this and have been further exonerated when you guys (I assume) got the password changed and your player count continues to tank.

[http://graphs.blackhand-studios.net/graph.php?server\\_id=9189](http://graphs.blackhand-studios.net/graph.php?server_id=9189)

(takes a long time to load, using old laggy graph software because this is a site I made a few years ago)

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