

---

Subject: How does the game get the player counts for servers on WOL?

Posted by [iRANian](#) on Sat, 13 Aug 2011 16:24:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

From the looks of it with a packet sniffer, the FDS sets the server name, current map name in ASCII and the server options as bits in the TOPIC.

Does the game grab the player count from the LIST command it uses to find the servers on WOL?

---