
Subject: Re: current players inservername - c++
Posted by [ExEric3](#) on Mon, 15 Aug 2011 01:56:22 GMT
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iRANian wrote on Sun, 14 August 2011 23:26 I wrote something simple that runs inside a dedicated thread and every 5 seconds updates the player list like that.
[/code]

Compiled and works perfect. Paddy try attached file.

File Attachments

1) [xwis.dll](#), downloaded 140 times
