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

Posted by [danpaul88](#) on Mon, 15 Aug 2011 12:51:42 GMT

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If server owners are that bothered about the WOL player count not including GSA players they should just force people to join through WOL so that count \*is\* accurate. WOL was never designed to inter-operate with GSA (and direct connect, which is technically the same thing), hence it had no need to ask a server what its player count is because it already has that information (or thinks it does).

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