
Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by [reborn](#) on Wed, 06 Jun 2012 08:21:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

I believe Eternal is correct, in that the amount of players displayed as in-game on the WOL listing is based off the amount of clients in the FDS's channel.

However, there are no doubt ways to work-around that.
