
Subject: Re: [SSGM 4.0 Plugin] GameSpy Support
Posted by [EvilWhiteDragon](#) on Wed, 06 Jun 2012 10:13:20 GMT
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Ethenal wrote on Tue, 05 June 2012 22:34EvilWhiteDragon wrote on Tue, 05 June 2012 03:14It's not hard, that's for sure. We had it in some form of WOL proxy. Yes, WOL proxy, not XWIS proxy. It made our server visible on both the USA and the EU WOL server, and worked to some extent with playercounts. Was quite a dirty hack that we used, but we never ran into problems with it, amazingly.

How? I assumed since WOL/XWIS is essentially an IRC server that it got the playercount from the amount of users in the server's channel... which I assume can only be legitimate registered users on a valid serial?

But of course I could be wrong on all of that.

You described exactly what we did. We made it have registered users in our channel. Not the ones that were ingame, but that wasn't visible from the serverlistings nor when you were ingame nor in the start screen.
