Subject: Server list fix?
Posted by RTsa on Tue, 20 Jan 2009 13:07:57 GMT
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Would be nice to see that happen.

Subject: Re: Server list fix?
Posted by Ghostshaw on Tue, 20 Jan 2009 13:34:18 GMT
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Err it is already sorted by players in the server (if you have scripts 3.x, else its sorted on name). It just doesn't count GSA players and such (and no we can't possibly fix that).

Subject: Re: Server list fix?
Posted by ErroR on Tue, 20 Jan 2009 13:37:34 GMT
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just a small question, will RR futures for example detonating c4's 1 by 1, removing gameplay pending, server list (like GSA) be added

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Subject: Re: Server list fix?
Posted by Goztow on Tue, 20 Jan 2009 13:41:20 GMT
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Removing gameplay pending is server side, can already be done but is not wanted at all by some servers (e.g. servers with an own ladder system).

Detonating c4's one by one: ermmm, just place one instead of 15 and detonate it? This would change gameplay, so won't happen IMO.

Server list: GSA already exists, there's no use for this. If servers aren't on GSA, it's prolly for a good reason.

Subject: Re: Server list fix?
Posted by RTsa on Tue, 20 Jan 2009 13:48:54 GMT
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Ghostshaw wrote on Tue, 20 January 2009 15:34Err it is already sorted by players in the server (if you have scripts 3.x, else its sorted on name). It just doesn't count GSA players and such (and no we can't possibly fix that).
Ah, ok. I must have an older version then.

Come to think of it, I haven't updated my scripts in a long time..

edit: Okay, nice, works like it should now.

Subject: Re: Server list fix?
Posted by ErroR on Tue, 20 Jan 2009 13:55:47 GMT
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Goztow wrote on Tue, 20 January 2009 15:41Server list: GSA already exists, there's no use for this. If servers aren't on GSA, it's prolly for a good reason.well ok, ok i was just asking, but gsa really sucks

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Subject: Re: Server list fix?
Posted by pvtschlag on Wed, 21 Jan 2009 22:32:38 GMT
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Ghostshaw wrote on Tue, 20 January 2009 08:34It just doesn't count GSA players and such (and no we can't possibly fix that).
If I remember correctly the FDS already stores the current players within the channel topic that is set. So if you simply made the client get the number of players from the topic instead of XWIS then it would fix it.

And if I am wrong about it already being in the topic, then it still wouldn't be too hard to add it to it.

Only downside is servers could then lie about there player count. Which might make it not worth doing.

Would be best if XWIS would fix it on their end.

Subject: Re: Server list fix?
Posted by dr3w2 on Thu, 22 Jan 2009 00:27:18 GMT
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pvtschlag wrote on Wed, 21 January 2009 16:32Ghostshaw wrote on Tue, 20 January 2009 08:34It just doesn't count GSA players and such (and no we can't possibly fix that).
If I remember correctly the FDS already stores the current players within the channel topic that is set. So if you simply made the client get the number of players from the topic instead of XWIS then it would fix it.

And if I am wrong about it already being in the topic, then it still wouldn't be too hard to add it to it.

Only downside is servers could then lie about there player count. Which might make it not worth doing.

Would be best if XWIS would fix it on their end.
To get the correct player count you need to join the channel first. The Xwis server listing(topics) displays only Xwis connected clients, then on channel join the full list of players and the count (even player IPs lawl) gets sent. That's why when you "join" the game, before actually loading/connecting to it you can actually see the full list of player names.

Subject: Re: Server list fix?
Posted by pvtschlag on Thu, 22 Jan 2009 00:42:19 GMT
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The FDS sets the channel topic which is used for game info such as title and map, all you would have to do is have the FDS set the current players in this topic(if it isn't already there, i think it may be) and then instruct the game client to retrieve the current players from the topic instead of the current way it gets it.

Subject: Re: Server list fix?
Posted by jnz on Thu, 22 Jan 2009 07:40:59 GMT
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The FDS only sets the max players afaik.The player count is tracked by xwis when a player enters the game channel.

Subject: Re: Server list fix?
Posted by Crimson on Sat, 24 Jan 2009 16:50:06 GMT
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Only the max players are in the topic. Even if the current player count were added, anything put in the topic is easily hacked, therefore it can't be used as a primary sort.

Subject: Re: Server list fix?
Posted by StealthEye on Sat, 24 Jan 2009 17:38:22 GMT
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Give servers that try it an XWIS ban, I'm sure not many (who are able to at all) will try.

Subject: Re: Server list fix?
Posted by Goztow on Sat, 24 Jan 2009 17:49:23 GMT
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StealthEye wrote on Sat, 24 January 2009 18:38Give servers that try it an XWIS ban, I'm sure not many (who are able to at all) will try.
As if there weren't enough 0069 serials out there .

Subject: Re: Server list fix?
Posted by CarrierII on Sat, 24 Jan 2009 18:21:02 GMT
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Servers tend to be fixed IPs to prevent having to wait for address changes to propagate through DNS servers.

IP ban?