
Subject: current players inservername - c++
Posted by [SODPaddy](#) on Fri, 12 Aug 2011 18:56:24 GMT
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hey,

someone knows how to show to current ingame players in the servername?

few years ago i saw it in the wol/xwis listing

looks like: ~ Server xyz AOW (xx/20) ~

Subject: Re: current players inservername - c++
Posted by [SODPaddy](#) on Sun, 14 Aug 2011 19:34:30 GMT
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example here

Subject: Re: current players inservername - c++
Posted by [Jerad2142](#) on Sun, 14 Aug 2011 19:36:52 GMT
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Do you mean you want the players to be listed in that empty box below?

Subject: Re: current players inservername - c++
Posted by [SODPaddy](#) on Sun, 14 Aug 2011 19:51:46 GMT
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XWIS/WOL dont show the Gamespy players, so i want to show the players in the servername (bGametitle)

screenshot: xwis show 10/32 players but 32/32 connectet

Subject: Re: current players inservername - c++
Posted by [iRANian](#) on Sun, 14 Aug 2011 21:26:23 GMT
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I wrote something simple that runs inside a dedicated thread and every 5 seconds updates the player list like that. It grabs the actual name of the server and saves it, then appends (%d/%d) to it so it looks like:

SERVER_NAME (CURRENT_PLAYERS/MAX_PLAYERS)

as shown in the attached screenshot. With my GameSpy plugin you can set it so GameSpy broadcasts a custom game title for your server different from the one you set for WOL, so the player count doesn't show up in the title of your server on GSA.

Here's the code and how to use it if you want to have it as an SSGM plugin:

plugin.cpp includes:

```
void Plugin_Load() {
    CreateThread(NULL, NULL, Set_Player_Count_Game_Title, NULL, NULL, NULL);
}

DWORD WINAPI Set_Player_Count_Game_Title(LPVOID params)
{
    const char* ServerName = WideCharToChar(The_Game()->GameTitle.Peek_Buffer());
    char tmp[128];
    for (;;)
    {
        memset(tmp, 0x0, 128);
        sprintf(tmp, "%s (%d/%d)", ServerName, The_Game()->CurrentPlayers,
The_Game()->MaxPlayers);
        const wchar_t *Data = CharToWideChar(tmp);
        The_Game()->GameTitle = Data;
        delete []Data;
        Sleep(5000);
    }
    delete []ServerName;
    return 0;
}
```

And inside plugin.h include:

```
DWORD WINAPI Set_Player_Count_Game_Title(LPVOID params);
```

File Attachments

1) [Untitled.png](#), downloaded 269 times

RenList v1.0.4

File Options Help

WOL GSA

F	IP:Port	Game name	Map	Players	P...	Ping
*	174.36.116.30:6800	Jelly [AOW] - RIP Spoonplex!	C&C_Walls	10/40	173	
*	67.228.77.58:8051	! Atomix :: All Out War	C&C_Volcano	5/36	137	
	109.230.246.231:1337	MP-Gaming.com Gamma Offic	RA_TheWoodsToday	15/34	48	
	188.138.84.134:6666	~~The MatriX Sniper No ReLoaD~~	C&C_Complex	12/60	45	
	67.228.77.58:8051	! Atomix :: All Out War	C&C_Volcano	5/36	161	
	64.85.161.186:4852	! Exodus Co-op	M04	5/30	249	
	95.211.58.209:5556	[WOLSpy] MP-Gaming.com - MissionDM	M00_Tutorial	3/32	16	
	82.101.199.64:1337	Democrats Gun Control Server (2/20)	C&C_Canyon	2/20	10	
	188.138.84.134:9812	[WOLSpy] !~ Sla Company - Mutant Co...	M01	1/60	31	
	188.138.84.134:9813	!~ Sla Company - Xtreme AOW ~!	C&C_Islands	1/60	36	
	75.125.197.2:6000	~!St0rm Extreme Co-Op!~	M08	1/32	130	
	67.228.77.58:8052	! Atomix :: Snipers No Reload	C&C_Field	1/24	144	
	67.228.77.58:8052	! Atomix :: Snipers No Reload	C&C_Field	1/24	163	
Option	Data	Player	Side	Score	Kills	D...
gamename	ccrenegade	...	GDI	0	0	129
gamever	838	irany	Nod	0	0	196
hostname	Democrats Gun Control Se...					
hostport	1337					

Connect Refresh

GSA: Total servers: 38 - Available: 35

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 23:26I 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

Subject: Re: current players inservername - c++
 Posted by [SODPaddy](#) on Sun, 21 Aug 2011 23:01:25 GMT
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thanks dude