Subject: current players in servername - 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 in servername - c++
Posted by SODPaddy on Sun, 14 Aug 2011 19:34:30 GMT
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example here

Subject: Re: current players in servername - 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 in servername - 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 in servername - 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;
}
```
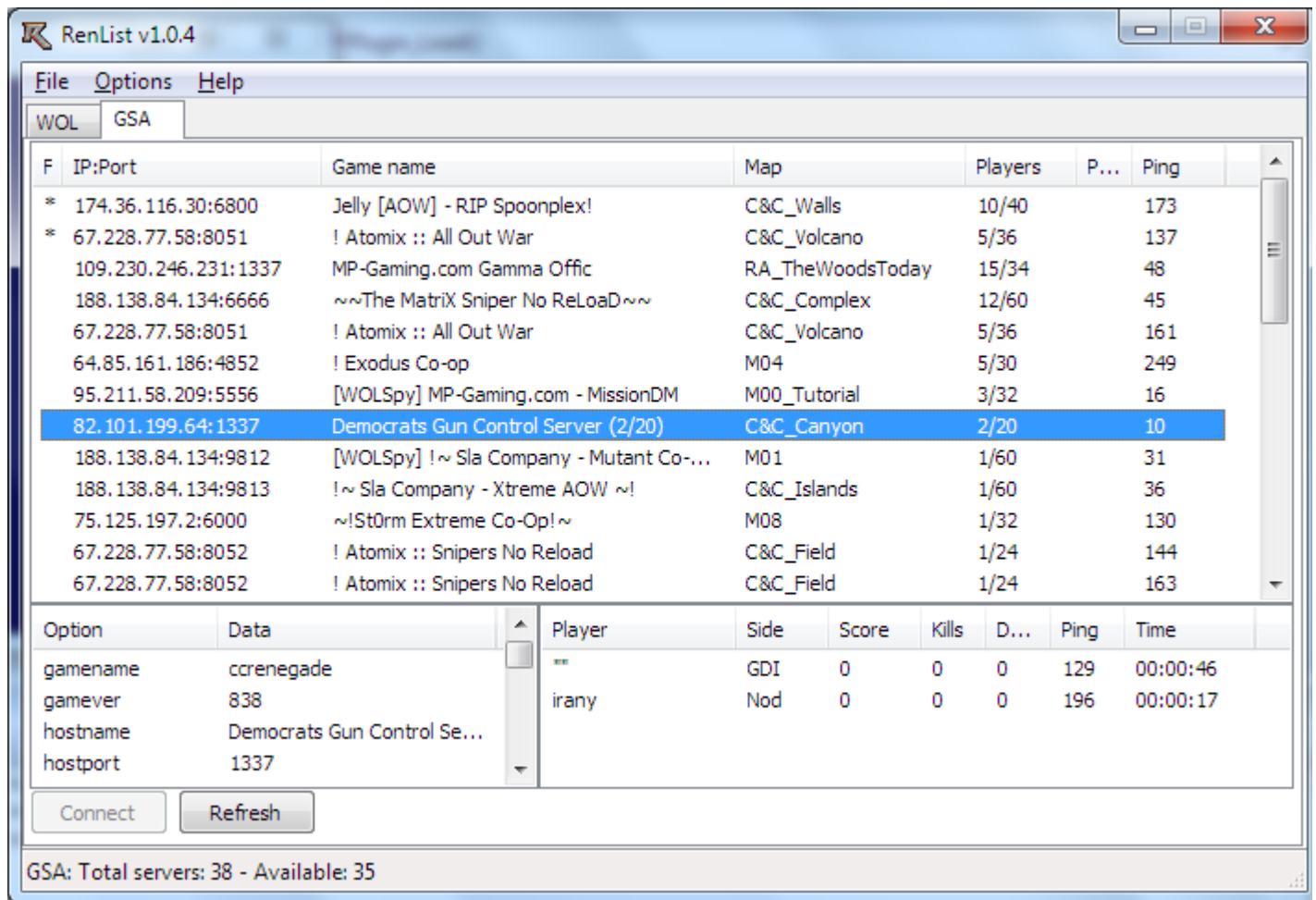
And inside plugin.h include:

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

File Attachments
1) Untitled.png, downloaded 116 times

Subject: Re: current players in servername - 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 76 times

Subject: Re: current players in servername - c++
Posted by SODPaddy on Sun, 21 Aug 2011 23:01:25 GMT
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thanks dude