Subject: current players in servername - c++ Posted by SODPaddy on Fri, 12 Aug 2011 18:56:24 GMT View Forum Message <> Reply to Message

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 View Forum Message <> Reply to Message

example here

Subject: Re: current players in servername - c++ Posted by Jerad2142 on Sun, 14 Aug 2011 19:36:52 GMT View Forum Message <> Reply to Message

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 View Forum Message <> Reply to Message

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 View Forum Message <> Reply to Message

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

ile <u>O</u> ptions	<u>H</u> elp									
F IP:Port		Game name		Мар			Players	P	Ping	_
* 174.36.116.30:6800		Jelly [AOW] - RIP Spoonplex!			C&C_Walls		10/40		173	-1
* 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	L
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	
			emocrats Gun Control Server (2/20)		C&C_Canyon		2/20		10	
188.138.84.134:9812		[WOLSpy] !~ Sla Company - Mutant Co					1/60		31	
188.138.84.134:9813		!~ Sla Company - Xtreme AOW ~!		C&C_Is	C&C_Islands		1/60		36	
75.125.197.2:6000		~!St0rm Extreme Co-Op!~		M08	M08		1/32		130	
67.228.77.58:8052		! Atomix :: Snipers No Reload		C&C_Fi	C&C_Field		1/24		144	
67.228.77.58:8052		! Atomix :: Snipers No Reload		C&C_Fi	C&C_Field				163	
Option	Data		Player	Side	Score	Kills	D	Ping	Time	
gamename ccrenegade		ade		GDI	0	0	0	129	00:00:46	
gamever	838		irany	Nod	0	0	0	196	00:00:17	
hostname	Democra	ats Gun Control Se								
hostport	1337		-							
Connect	Refresh									

Subject: Re: current players in servername - c++ Posted by ExEric3 on Mon, 15 Aug 2011 01:56:22 GMT View Forum Message <> Reply to Message

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 View Forum Message <> Reply to Message

thanks dude