
Subject: How does the game get the player counts for servers on WOL?

Posted by [iRANian](#) on Sat, 13 Aug 2011 16:24:00 GMT

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From the looks of it with a packet sniffer, the FDS sets the server name, current map name in ASCII and the server options as bits in the TOPIC.

Does the game grab the player count from the LIST command it uses to find the servers on WOL?

Subject: Re: How does the game get the player counts for servers on WOL?

Posted by [reborn](#) on Sat, 13 Aug 2011 21:08:27 GMT

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WOL sets the player count. I think it does it by counting the clients in the lobby of the server's channel.

I am pretty sure you cannot spoof the player count via the FDS.

Subject: Re: How does the game get the player counts for servers on WOL?

Posted by [iRANian](#) on Sat, 13 Aug 2011 21:27:56 GMT

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Hmm, that means there's a way to do it. But I'd have to get Olaf's permission.

Thanks.

Subject: Re: How does the game get the player counts for servers on WOL?

Posted by [halo2pac](#) on Sun, 14 Aug 2011 03:41:44 GMT

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iRANian wrote on Sat, 13 August 2011 17:27 Hmm, that means there's a way to do it. But I'd have to get Olaf's permission.

Thanks.

WOL Servers are Sorted most players highest... So Iranian.. you actually have to get players on your server before it is higher in the listings...

No cheating player counts to get higher listings.

Subject: Re: How does the game get the player counts for servers on WOL?

Posted by [reborn](#) on Sun, 14 Aug 2011 08:33:46 GMT

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halo2pac wrote on Sat, 13 August 2011 23:41iRANian wrote on Sat, 13 August 2011 17:27Hmm, that means there's a way to do it. But I'd have to get Olaf's permission.

Thanks.

WOL Servers are Sorted most players highest... So Iranian.. you actually have to get players on your server before it is higher in the listings...

No cheating player counts to get higher listings.

You could have fake clients join the lobby... Although I am not sure if they are kicked from WOL if they idle too long.

Subject: Re: How does the game get the player counts for servers on WOL?
Posted by [halo2pac](#) on Mon, 15 Aug 2011 00:46:43 GMT

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10\$ says I could have my server highest on the wol listings for a year becuae I could fake my player count pretty well but I respect the community enough not to do it.

The only reason a person could want to change his player count is the cheat the listings rank order.

Subject: Re: How does the game get the player counts for servers on WOL?
Posted by [iRANian](#) on Mon, 15 Aug 2011 00:51:13 GMT

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Are you retarded?

@Reborn: The 'showing WOL+GSA player count in the WOL server title' method from this topic sound like a nice workaround, do you think it's worth adding as an option to my GameSpy Support SSGM plugin?

Subject: Re: How does the game get the player counts for servers on WOL?
Posted by [danpaul88](#) on Mon, 15 Aug 2011 12:51:42 GMT

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If server owners are that bothered about the WOL player count not including GSA players they should just force people to join through WOL so that count *is* accurate WOL was never designed to inter-operate with GSA (and direct connect, which is technically the same thing), hence it had no need to ask a server what its player count is because it already has that information (or thinks it does).

Subject: Re: How does the game get the player counts for servers on WOL?

Posted by [Gen_Blacky](#) on Mon, 15 Aug 2011 16:12:58 GMT

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yea good job Iran you should add it to your gsa plugin for people who want direct connect players.

Subject: Re: How does the game get the player counts for servers on WOL?

Posted by [reborn](#) on Mon, 15 Aug 2011 17:12:39 GMT

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iRANian wrote on Sun, 14 August 2011 20:51Are you retarded?

@Reborn: The 'showing WOL+GSA player count in the WOL server title' method from this topic sound like a nice workaround, do you think it's worth adding as an option to my GameSpy Support SSGM plugin?

I think it's a great idea.

Subject: Re: How does the game get the player counts for servers on WOL?

Posted by [shaitan](#) on Mon, 15 Aug 2011 19:30:35 GMT

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halo you do know a few servers have had this non-public for quite some right, right? This is just evening out the playing field somewhat.

Subject: Re: How does the game get the player counts for servers on WOL?

Posted by [halo2pac](#) on Wed, 17 Aug 2011 03:28:49 GMT

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shaitan wrote on Mon, 15 August 2011 15:30halo you do know a few servers have had this non-public for quite some right, right? This is just evening out the playing field somewhat.

Yep, and again I say:

halo2pac wrote on Sun, 14 August 2011 20:46 I respect the community enough not to do it.

Basically its non-hack cheating / deception.

Subject: Re: How does the game get the player counts for servers on WOL?

Posted by [shaitan](#) on Fri, 19 Aug 2011 14:39:55 GMT

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halo2pac wrote on Tue, 16 August 2011 21:28

Basically its non-hack cheating / deception.

With iran possibly making this(and it being a public release), they wont have an advantage anymore.
