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Subject: Modding Question

Posted by [vloktboky](#) on Tue, 18 Jan 2005 19:53:04 GMT

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The checksum value on the objects.ddb present when you refresh the server listings determines which servers show up. Only servers with a matching value are shown. In reality, when you call a list 12 on WOL, all servers are returned. They also send their objects.ddb checksum value with the other info for their server, so your client just picks the ones out with matching values and displays only those.

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