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Subject: Re: Fixes for Blazer's xwisp10b XWIS wrapper

Posted by [Polleke](#) on Tue, 20 Feb 2007 16:11:39 GMT

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New version (xwisp10b-pol2):

- Added (fatal) error out when FDS input or output fails. Report problems
- Reverted the multiply by two for player total. It was wrong.

I figured out that the server listing counts the current players in game by counting the players in the game channel. It might even be counting unique serials.

Enjoy: <http://kakofonix.vanschayck.nl/xwisp/>

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