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Subject: Re: Server list fix?

Posted by [pvtschlag](#) on Wed, 21 Jan 2009 22:32:38 GMT

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Ghostshaw wrote on Tue, 20 January 2009 08:34It just doesn't count GSA players and such (and no we can't possibly fix that).

If I remember correctly the FDS already stores the current players within the channel topic that is set. So if you simply made the client get the number of players from the topic instead of XWIS then it would fix it.

And if I am wrong about it already being in the topic, then it still wouldn't be too hard to add it to it.

Only downside is servers could then lie about there player count. Which might make it not worth doing.

Would be best if XWIS would fix it on their end.

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