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Subject: Re: current players in servername - c++  
Posted by [iRANian](#) on Sun, 14 Aug 2011 21:26:23 GMT  
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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);
```

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## File Attachments

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1) [Untitled.png](#), downloaded 354 times

The screenshot shows the RenList v1.0.4 application window. It has a menu bar with 'File', 'Options', and 'Help'. Below the menu bar are two tabs: 'WOL' and 'GSA'. The main area contains two tables. The top table lists game servers with columns for 'F', 'IP:Port', 'Game name', 'Map', 'Players', 'P...', and 'Ping'. The bottom table shows player statistics with columns for 'Option', 'Data', 'Player', 'Side', 'Score', 'Kills', 'D...', 'Ping', and 'Time'. At the bottom of the window, there are 'Connect' and 'Refresh' buttons, and a status bar that reads 'GSA: Total servers: 38 - Available: 35'.

F	IP:Port	Game name	Map	Players	P...	Ping
*	174.36.116.30:6800	Jelly [AOW] - RIP Spoonplex!	C&C_Walls	10/40		173
*	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
	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
	82.101.199.64:1337	Democrats Gun Control Server (2/20)	C&C_Canyon	2/20		10
	188.138.84.134:9812	[WOLSpy] !~ Sla Company - Mutant Co-...	M01	1/60		31
	188.138.84.134:9813	!~ Sla Company - Xtreme AOW ~!	C&C_Islands	1/60		36
	75.125.197.2:6000	~!St0rm Extreme Co-Op!~	M08	1/32		130
	67.228.77.58:8052	! Atomix :: Snipers No Reload	C&C_Field	1/24		144
	67.228.77.58:8052	! Atomix :: Snipers No Reload	C&C_Field	1/24		163

  

Option	Data	Player	Side	Score	Kills	D...	Ping	Time
gamename	ccrenegade	**	GDI	0	0	0	129	00:00:46
gamever	838	irany	Nod	0	0	0	196	00:00:17

Connect Refresh

GSA: Total servers: 38 - Available: 35