Subject: Re: current players in servername - c++ Posted by ExEric3 on Mon, 15 Aug 2011 01:56:22 GMT

View Forum Message <> Reply to Message

iRANian wrote on Sun, 14 August 2011 23:26l wrote something simple that runs inside a dedicated thread and every 5 seconds updates the player list like that. [/code]

Compiled and works perfect. Paddy try attached file.

File Attachments

1) xwis.dll, downloaded 117 times