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Subject: Re: [SSGM 4.0 Plugin] GameSpy Support  
Posted by [shaitan](#) on Wed, 06 Jun 2012 02:34:13 GMT  
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Ethenal wrote on Tue, 05 June 2012 14:34

How? I assumed since WOL/XWIS is essentially an IRC server that it got the playercount from the amount of users in the server's channel... which I assume can only be legitimate registered users on a valid serial?

But of course I could be wrong on all of that.

You must be new, n00bstories has used that cheat for ages.

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