
Subject: FDS Number of players hex location
Posted by [PsuFan](#) on Tue, 22 Feb 2011 02:43:59 GMT
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Anyone know where the hex location is for number of players ingame? It sucks that direct connectors arent shown. Bad for business.

Thanks

Subject: Re: FDS Number of players hex location
Posted by [saberhawk](#) on Tue, 22 Feb 2011 04:26:25 GMT
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No point. It's in cGameData (engine_game.h), access it like this:
`int current_players = The_Game()->CurrentPlayers;`

Subject: Re: FDS Number of players hex location
Posted by [PsuFan](#) on Wed, 23 Feb 2011 01:05:15 GMT
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Is it read only? Can I

`The_Game()->CurrentPlayers = current_players;`

Subject: Re: FDS Number of players hex location
Posted by [halo2pac](#) on Wed, 23 Feb 2011 01:23:21 GMT
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No, you cannot cheat the xwis sorting system to put your server at the top of the list of games with your fake player count

Subject: Re: FDS Number of players hex location
Posted by [snazy2000](#) on Wed, 23 Feb 2011 20:23:44 GMT
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halo2pac wrote on Tue, 22 February 2011 18:23No, you cannot cheat the xwis sorting system to put your server at the top of the list of games with your fake player count

hhaaha

Subject: Re: FDS Number of players hex location
Posted by [PsuFan](#) on Thu, 24 Feb 2011 04:02:15 GMT
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PsuFan wrote on Mon, 21 February 2011 21:43It sucks that direct connectors arent shown. Bad for business.

Subject: Re: FDS Number of players hex location
Posted by [danpaul88](#) on Thu, 24 Feb 2011 17:37:37 GMT
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Doesn't WOL/XWIS just track the number of players connected through WOL/XWIS, therefore there would be nothing you can change on the server to alter that since I don't think it even queries that information from the server in the first place.

Not sure though...

Subject: Re: FDS Number of players hex location
Posted by [reborn](#) on Thu, 24 Feb 2011 22:13:19 GMT
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Pretty sure you're right. I think it just counts the players in the channel.

Subject: Re: FDS Number of players hex location
Posted by [halo2pac](#) on Fri, 25 Feb 2011 02:30:24 GMT
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reborn wrote on Thu, 24 February 2011 17:13Pretty sure you're right. I think it just counts the players in the channel.
Ding!

But why do people direct connect in the first place?
and I have a way around that once I finish rene-buddy 2. I will basically replace the xwis login/joining server process.

Subject: Re: FDS Number of players hex location
Posted by [Gen_Blacky](#) on Mon, 28 Feb 2011 15:03:28 GMT
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halo2pac wrote on Thu, 24 February 2011 19:30reborn wrote on Thu, 24 February 2011 17:13Pretty sure you're right. I think it just counts the players in the channel.

Ding!

But why do people direct connect in the first place?
and I have a way around that once I finish rene-buddy 2. I will basically replace the xwis login/joining server process.

Its faster to use a separate program to get gsa server list then it is to start renegade then find and join the server. Renlist had wol connect but its broke n latest version.

Subject: Re: FDS Number of players hex location
Posted by [halo2pac](#) on Tue, 01 Mar 2011 06:57:32 GMT
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Gen_Blacky wrote on Mon, 28 February 2011 10:03
Its faster to use a separate program to get gsa server list then it is to start renegade then find and join the server. Renlist had wol connect but its broke n latest version.

renlist is broken for the same reason Renebuddy 1 is broken, they changed the wol protocol (a little bit).
I actually have been working on RB 2 lately and I will try to add this to it.

(Btw.. one of these days they are going to fuck up the actual renegade clients by changing the wol protocol.)
