Subject: Re: Fixes for Blazer's xwisp10b XWIS wrapper
Posted by Cat998 on Tue, 20 Feb 2007 16:20:56 GMT

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Polleke wrote on Tue, 20 February 2007 17:11
I figured out that the server listing counts the current players in game by counting the players in the game channel. It might even be counting unique serials.

That's how XWIS/IRC is working. It counts the players in the channel, and there is no way to change it to display real playercount (for WOLSpy servers linux LFDS) without clientside modification.