
Subject: Re: [SSGM Plugin]GameSpy Support
Posted by [iRANian](#) on Mon, 15 Aug 2011 13:42:58 GMT

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Increasing the buffer size isn't a bodge, as the buffer was too small at certain player counts, with the increased buffer size it can handle 200 players, while the max player limit is 127.

I've released a new version, v1.3, that allows for appending the real player count to the WOL game title. The following option has been added to gamespy_support.ini:

```
;Append the player count to the WOL game title?  
; e.g. Derp Server (0/40)  
NoWOLAppendPlayerCount=true
```

The 'No' part is needed to have the logic be disabled when it can't find the setting string in the INI.
