# CCU Request:

## Template:

[http://[](http://[IP]/sls/server_status_p?svrid=[ID])**[IP](http://[IP]/sls/server_status_p?svrid=[ID])**[]/sls/server\_status\_p?svrid=[](http://[IP]/sls/server_status_p?svrid=[ID])**[ID](http://[IP]/sls/server_status_p?svrid=[ID])**[]](http://[IP]/sls/server_status_p?svrid=[ID])

## Parameters:

IP:The webcenter’s public ip.

ID:The server id which you want to request.

## Return Value:

The url will return the json value,like

{“svrinfo”:[{“Active”:1, “Status”:1, “MaxOL”:3,”Svr”:”9999”,”CurOL”:1}]}.

svrinfo:it will show the server infomation when server id on request is existing,if is not existing,json value will show result like {“svrinfo”:[]}.

Active: it means total players online daily,the value is int32.

Status:it means server’s useful state, 1 = enabled, 0 = disabled,the value is int32

MaxOL:it means server historical max online daily,the value is int32

Svr:it means server id,use to check request and result is the same,but the value is string.

CurOL:it means server got players on current time,the value is int32.