
Subject: patch idea

Posted by [Jamie or NuneGa](#) on Sun, 24 Jun 2007 18:43:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

just wondering if any of u smart people know of a patch that in advanced listings screen doesnt show servers with 0 people in em

Subject: Re: patch idea

Posted by [Dave Anderson](#) on Sun, 24 Jun 2007 20:10:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Why don't you just sort the list by player count?

Subject: Re: patch idea

Posted by [Goztow](#) on Sun, 24 Jun 2007 20:29:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dave S. Anderson wrote on Sun, 24 June 2007 22:10Why don't you just sort the list by player count?

Cause that sorts on max player count, not on actual playing people.

Subject: Re: patch idea

Posted by [Dave Anderson](#) on Sun, 24 Jun 2007 21:02:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

That's... weird.

Subject: Re: patch idea

Posted by [Viking](#) on Sun, 24 Jun 2007 23:12:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah it sucks...

Subject: Re: patch idea

Posted by [Canadacdn](#) on Mon, 25 Jun 2007 02:59:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

I remember it USED to sort by people in servers. What the hell happened to it? I'm looking at you, XWIS!

Subject: Re: patch idea
Posted by [Yrr](#) on Mon, 25 Jun 2007 10:24:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

When using Resurrection or latest scripts, the server list is sorted by the current number of players by default.

Subject: Re: patch idea
Posted by [Jamie or NuneGa](#) on Mon, 25 Jun 2007 17:41:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

i have scripts 3.3, i got 3.4 and i did see that which i thought yeah. But then my game started freezing too much so i went back to 3.3.
However i suppose when there is like 3.4.2 that will be solution.

Subject: Re: patch idea
Posted by [Cat998](#) on Mon, 25 Jun 2007 20:35:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

There is already scripts 3.4.1

Subject: Re: patch idea
Posted by [reborn](#) on Mon, 25 Jun 2007 20:42:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

But to be fair, it sounds like a terrible idea anyway...

What happens when XWIS crashes and all the servers restart?
Yeah, let's make it even harder to get people in the server...

Subject: Re: patch idea
Posted by [_SSnipe_](#) on Mon, 25 Jun 2007 21:47:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

thats a good point reborn

Subject: Re: patch idea
Posted by [sadukar09](#) on Tue, 26 Jun 2007 01:28:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

when i got to advanced listing ren freezes then i have to tab out then it returns to normal SO

ANNOYING!

Subject: Re: patch idea
Posted by [Yrr](#) on Tue, 26 Jun 2007 14:13:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Any BIG pkg-files in data folder?
