Subject: Sorting Server List By Player Count
Posted by Jerad2142 on Fri, 07 Oct 2011 21:41:15 GMT
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Okay so here is the issue, when you first go into the internet lobby the servers are correctly ordered by player count; however, if you change the player count's order from ascending to descending or any other sort and then back to player count it sorts by the max player count instead of the actual in game player count.

Which you have to admit is pretty pointless, I mean have you ever said "Hey, me and 30 other friends are going to play today, so I have to find a server with 30 empty slots..." And let's face it, even if that was the case, you'd get shot down by those gamespy players that never show up in the count half the time lol.

It's possible that it has always done this, but I just noticed that recently.

So you have to then quit back out of advanced games listing and go back into it in order to get it sorting by player count correctly again.

Subject: Re: Sorting Server List By Player Count
Posted by StealthEye on Mon, 10 Oct 2011 11:59:54 GMT
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Sort by icon. That will sort in an order that you most likely want, the way it is when you first open it. Passworded servers are for example shown at the very bottom and servers are sorted by their amount of ingame players. You can force certain favorite servers to appear on the top by pressing one of the icon buttons at the very top. We were planning to improve the GUI but never got around to do it.

Subject: Re: Sorting Server List By Player Count
Posted by halo2pac on Tue, 11 Oct 2011 02:38:46 GMT
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oh, how I would love to play with the gui code! The stuff I could do I tell you.