
Subject: Shop sorting : it works ! (?)

Posted by [virtox](#) on Fri, 05 Feb 2010 15:52:57 GMT

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Hey guys,

I'm still keeping my fingers crossed, because I'm not sure.

But I looks like you finally killed the randomly reorganizing sort bug ?

In silence or did I miss a posting ?

Anyway great job ! Many thanks !

Stijn

Subject: Re: Shop sorting : it works ! (?)

Posted by [arno](#) on Mon, 08 Feb 2010 09:30:24 GMT

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Hi,

You are right, the fix was resolved. Sorry we did not explicitly inform you we did release the fix.

On Jan 25th Pete reported:

"Guys,

we have a fix for this problem, which will be released later this week.

Pete"

which we released on Jan 28th.

Kind regards, Arno

Subject: Re: Shop sorting : it works ! (?)

Posted by [afrodri](#) on Fri, 12 Feb 2010 19:45:53 GMT

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Any chance the interface to the shop ordering will be changed? Having to scroll through 20+ pages make it difficult to put things in orders.

Changes I'd like:

1. Remove items that are not for sale from the ordering list (i.e. items which are not 'available to all')
 2. Change the interface to just allow a text entry for the order, rather than having to use multiple mouse clicks to reposition something. The graphical interface currently in use is slow and sometimes a bit buggy (e.g. if a model's picture is small, sometimes you can't get to the repositioning buttons)
 3. At least allow more than 8 items to be displayed in the graphical orderer. I have over 50 items for sale, and over 170 items in total, so they get split over 22 different screens.
-

Subject: Re: Shop sorting : it works ! (?)
Posted by [afrodri](#) on Fri, 12 Feb 2010 20:04:45 GMT
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Also, I've started getting an odd error when I reorder things. When I move a model forward a page, sometimes instead of displaying the next page it displays a welcome screen of some sort:

File Attachments

1) [bug.jpg](#), downloaded 179 times

Subject: Re: Shop sorting : it works ! (?)
Posted by [eriks](#) on Sat, 13 Feb 2010 21:14:55 GMT
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That's indeed pretty weird. Noted down and someone will start looking into that as soon as possible.
