
Subject: Re: Is it possible to change scoring system?
Posted by [AlmightyHydra](#) on Sat, 16 Jul 2005 16:31:46 GMT
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wow, didn't expect so many replies

I had a bad feeling that the ladder system was hard-coded, but if a version of this could be implemented on some server's own ladder systems it might make those more enjoyable. You have a point, though, DJM about how people mainly play for fun.

Can any1 tell me why my WOL stats keep getting reset btw?

I made an error in the example, forgetting to multiply up the nod players' scores with the time thing. It should like like this:

So the final ranking table is

Player Signed (Actual*) Score Ladder Points

G2 500 (500) 6

N1 250 (250) 3

G4 140 (140) 1

G1 125 (125) 0

N3 -200 (200) 0

N2 -100 (100) -1

N4 -75 (75) -3

G3 -50 (50) -6 << even worse punishment for playing slowly!

* this should also reference the fact that the scores have been multiplied up.

AlmightyHydra
