Subject: Renegade Ladder update

Posted by Blazer on Mon, 26 Feb 2007 19:02:18 GMT

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Last night I successfully got in-game ranks working (the ladder rank that is displayed in the tab-score list when you are playing in a laddered server).

The successful test was just the culmination of figuring out the ladder protocol (as usual, it was coded strangely), and emulating it well enough that the FDS's would accept the data. Lots of packet capture and testing was involved (enough that I had to go to work today without any sleep).

So, heres how it works, basically.

The FDS (normally) periodically queries renchat2.westwood.com for the ladder rank of everyone currently playing on the server. This data is transmitted to the game clients, and is displayed when you view the full expanded score list (by pressing tab multiple times).

Also, the FDS sends ladder data at the end of every map to the ladder server (which is also on renchat2, but on a different port).

Recently, most server owners pointed renchat2.westwood.com (via hosts file) to one of the BHS servers. So all of those FDS's are reporting their ladder data to the BHS server. Silent Kane and Crimson worked on creating a LadderServ app that accepts the end-game ladder data, and stores it into a MySQL database. This database is what is being queried when you view http://renladder.blackhand-studios.net/

So there are 2 parts to the Ladder Server

- 1. The part that listens for the FDS endgame data, and stores it in the database
- 2. The part that listens for laddery queries from FDS's and clients, and responds with the ladder data for that user(s)

#1 has been working great for some time. #2 is what I got working this morning. My implementation was in Perl, and while we could technically use it as-is, most likely Silent Kane will properly add its functionality to his already existing ladderserv.

So, just wanted to let everyone know, that the Renegade ladder will soon be fully functional (as functional as it used to be when Westwood was still in operation anyway)!