
Subject: Re: An opinion piece - in regard to the public-server ladder

Posted by [jnz](#) on Fri, 04 May 2007 21:26:16 GMT

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Completely OT: A new and unique protocol for the ladder must be created, this would not only solve that problem, but the formula can be stored there. It could be loaded into the FDS as a dll. If the server owner doesn't have the dll they cannot report to the ladder. You could also use it to detect if the server owner is modifying player information (which is possible although by-passable by gurus).

On topic: I think, if ***ANYTHING*** is changed to a player when they join the game (the game should automaticly pick the team). They should not get their points counted. This includes team changing.