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

Posted by [Kanezor](#) on Sat, 05 May 2007 13:54:31 GMT

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MaidenTy1 wrote on Sat, 05 May 2007 01:42Renx wrote on Fri, 04 May 2007 17:27And what if you're playing with another person in the same room? If you end up on different teams, you can hear everything going on on the other team, or you and your buddy can just tell each other what's going on.

...if you choose to. Note the key word, "choose"

You cannot realistically argue that it's OK to circumvent the very basic nature of the public server ladder just because you choose to play in the same room as your buddy.

Once again, there's an option specifically designed for games where you choose your teammates. Public servers are specifically designed so that if you choose your team, it can't be laddered. You, sir, fail.

You fail at understanding the common reasonings behind playing in the same room:

Some people are not allowed to have computers in their bedrooms (eg, two underage siblings, etc)

Some rooms are shared by multiple people (eg, dorms)

Practicality reasons might prohibit the computers from being in separate rooms (wireless access points are very finicky, some rooms have a lot more screen glare, etc)

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