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

Posted by [Goztow](#) on Mon, 07 May 2007 06:27:26 GMT

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gamemodding wrote on Mon, 07 May 2007 01:01: Not all teenagers only have a family computer. For the ladder a formulae (as you well know) needs to be figured out. The way i would do it is:

Look at how much repairing the person has done.

Look at how much damage the person has done (to building, vehicles and people)

Look at how many people this person has killed.

Look at how many buildings/vehicles this person has destroyed.

Look at how many mines the player has disarmed.

^All these are easily possible in the FDS server side.

Then, if any of those numbers are much bigger than the rest. the player shouldn't get very many points. If it is evenly spread out, the player should get a nice amount of points.

Let's not get back on this formulae in a public topic yet again. Your reasoning doesn't work: someone repairing arts a wholme game is more useful than someone that changes his task all game long anyway.

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