
Subject: Re: My new server - SpooonyServ
Posted by [trooprm02](#) on Fri, 13 Jul 2007 00:48:06 GMT
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Herr wrote on Mon, 09 July 2007 19:55trooprm02 wrote on Sat, 07 July 2007 11:59W/e happened to your strong feelings against the ladder system? Now you get the chance to put up a server and make it 40 player so people come and get ladder points? Weird..

While writing this I keep hitting myself in the head why on earth I took time to explain this. Anyway. The new ladder-system collects all kinds of data from the server after a map finished. This would be the number of kills, time played, score, etc. etc. The new assigned group will look into this data and decide what would be relevant and how relevant it will be considering the other factors from the collected data. (Example, how important is 1 kill versus 1 scorepoint, or 1 buidlingkill). This will mean the current ladder-points-system is getting a new, more fair-based, format so the best player really gets on top.

I know, Ive been following the whole thing from day1, thats why im such a huge critic, and thats why my server was 1 of the first to be set up manually on the new ladder (although not change at that point).
