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Subject: Re: Fixing... Points?

Posted by [gkl21](#) on Sat, 16 Aug 2008 15:45:42 GMT

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ok... quote time

Quote:Clearly it is not in the interest of speeding games up when you diminish the amount of credits people can get. Now those 5+ hour-long no refinery Islands matches are going to last even longer.

Try to get more people to play as a team, meaning rushing, donating all to a few players to get higher up units, etc.

Quote:Furthermore, if you increase starting creds in a pointsfix game, how do you prevent exploitation of that?

There is also a time factor calculated within the ladder (if it was not changed). The games should last shorter for those who have starting credits, but that only happens, I'll say 40% of the time. I don't think starting credits affects it too much, but yet, I haven't tested that aspect yet.

Quote:I could see somebody joining a no-ref game getting 350 creds and donating them to a teammate, leaving, joining on a different name, donating again, etc.

I as well; infact it has happened. This is clearly a matter of how the server is being moderated in order to use this "backdoor to credits". I know most places do not allow this kind of activity.

Quote:btw, how can you say donating doesn't matter? In a tight game, limited creds, a team might be able to pool its resources and buy a nuke that might win it, yet it has the same number of team credits

Congratulations for using teamwork! I'm moreso stating the core part of renegade should be the same.

Quote:if the goal of the ladder is to make it 'fair' across all servers that participate, then a player being able to buy a 1000 credit char, or a med tank when they normally wouldn't have been able to is a significant change to how that player "played"..

Being more careful is onto the strategy side of things. (How it's being played)

Quote:how does their "skill" measure up to the other players that don't have the opportunity to share credits with their team mates, etc?

Everyone seems to have their own definition of skill. I've seen people be gunners, havocs, or tank hitting builing all game and all three seperate instances got then higher (and in other games lower) then others. It evens out throughout the games.

Quote:It's pointless arguing with people who think logic is the answer to everything

Logic? I've played both and do find with the pointfix on it is more fun since you actually have teammates not 'monkeys' running around. Logic and testing is the answer .

Quote:For this ladder to be fair, all the servers would need to be exactly the same. That would completely defeat the purpose of multiple servers.

Technically yes.

In the end, the ladder calculation is done to Westwood's formula (how it suppose to be with the pointfix on anyway).

Back to the original post, points calculated the same, ladder it. Other variables most likely will have a factor, but how much? Only time / testing will tell (I don't think other variables will too much -> to an extent).

This will probably turn into another 10 page essay...

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