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Subject: Re: Fixing... Points?

Posted by =HT=T-Bird on Sun, 17 Aug 2008 13:24:13 GMT

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A formula that could be tried for computing donate restrictions based on starting credits: donate restrict time (in minutes) = starting credits/50. Easy enough, no?

Also note that donate restrictions may not apply to all servers (BI1 will not let you donate starting credits so a time based donate restriction isn't needed for that server to be ladderred).

I'm surprised nobody mentioned taking sniper/co-op/CTF/DM/... servers off the ladder, although it should be done. Sniper games are very low-scoring and unreflective of AOW performance (and yield very few ladder points anyhow), while Co-Op games tend to yield insane amounts of points for killing loads of bots, which skews ladder scoring in the opposite direction.

Finally, as far as modified crates go, are you talking about crates beyond the Renegade stock set (ammo refill/100-200 credits)? Or are you talking about non-SSGM crates? The former would leave, like, 1 server (TK2) on the ladder, while the latter might just tick a few people (BC?) off.