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Subject: Re: Ladder

Posted by [StealthEye](#) on Thu, 21 Aug 2008 11:52:56 GMT

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A command to set your score is useless even with the current system. Try it. You'll see that everyone always gets the same amount of ladder points if the player count is the same, even if you multiply all points by 99999.

The current way is working something like this:

- players who have been ingame < 2 min get 0 points.
- for the winning team, give 1 point to the player who has the lowest amount of points. 3 to the next, 5 after, etc. (Don't remember the exact formula, but it's similar to this)
- for the losing team, do the opposite. -1 for the best, -3 for the next best, etc.
- Players that have left the game are still ladderred, they just do not show up in the listings. This is why there are "gaps" in the awarded ladder points.

It's clearly flawed, giving a lot of points to big servers/servers where a lot of people join, play for >2min, leave and others join. These are marathon (long games, more players leaving/joining), coop (only a winning team, long games, more players leaving/joining since the game doesn't end if it's empty as well).

The ladder team was trying to get a better formula anyway though, so until it's done it's unsure whether moderation of this kind is really needed.

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