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Subject: Re: Will the ladder&rank&stats stuff be fixed?

Posted by [RTsa](#) on Tue, 13 Jan 2009 13:42:08 GMT

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StealthEye wrote on Mon, 12 January 2009 20:06The server will be able to give custom tags to players instead of the Recruit tag. This makes it possible to add clan tags, player specific tags or rankings... It just has to be implemented on the server, TT will not provide functionality apart from a scripts.dll function call and a "tag" console command on the server.

That sounds great.

Now finish the patch already!

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