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Subject: Re: RenLadder updates

Posted by [reborn](#) on Fri, 08 Oct 2010 09:57:21 GMT

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I was thinking that there is no way to have a fair global ladder, not when servers can easily meddle with the data they send to the ladder serv.

Even if they didn't start altering the data itself deliberately, even a server with crates is different from one without.

When you get down to it, even starting credits make a difference... Unless you enforce clan war settings for each server, it isn't going to be fair.

However, I believe there is another solution. One that seems fair to me, and still remains a global solution and a pulic service offered by BHS...

Have the ladder website create a page for each server that reports to it. Players stats would only increase in the server they are playing in, rather than a global ladder.

It's still a global solution, but each server has it's own rankings.

Each player playing in that server has a fair and even level playing field to eachother, as where they do not compared to a player going around in a coop server.

But by making individual rank pages for each server in one central place you do not have to disregard data from any server at all.

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