Crimson wrote on Sun, 10 October 2010 03:33It's not really a good idea. It destroys the whole spirit of the ladder.

Spoony and I had discussed at one point an idea I had to "weight" the server settings. Such as, start credits greater than 0 gives you a percentage penalty for each credit you start with. And other server settings would have other penalties. The baseline being vanilla Renegade with 0 start credits, no donations ever, and no modifications that change the game such as vehicle shells, weapon drop, etc. Servers that get 100% weight must also use the correct points system (fixed by BI) and a penalty would be given for using the original broken system.

I would not like to be the person who had to come up with those percentages, it would be incredibly hard to fairly judge that.

What percenatge would you take off for servers that had !buy commands, or a modified map file, or extra spawners, or vet systems or any number of modifications that are run?

I agree that it's not what you had in mind, but it's the only fair solution that I can think of. You really cannot with full confidence say that you can create a fair ladder that all servers send their data to and group all players together in One list.

I do not take pleasure in saying it either, I would like to see a ladder that could have all players from all servers. I also do not like to undermine other peoples efforts either, I know it's incredibly frustrating when you're trying to make something for others, and all you are faced with is assholes with negative attitudes.