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Subject: Re: RenLadder updates

Posted by [trooprm02](#) on Sun, 10 Oct 2010 23:14:37 GMT

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Crimson wrote on Sun, 10 October 2010 02:33It'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.

This. But why did you not want to block servers completely sending bad data?

@reborn, I disagree. Ladders for individual servers have been going on for many years, and apart from really jelly, have meant nothing. As long as offending servers are blocked from sending any data, a global ladder is a golden idea.

@argentina guy, try icefinch.net now (its been recently updated)

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