

---

Subject: Re: BHS Ladder

Posted by [Spoony](#) on Wed, 27 Oct 2010 12:21:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

the original idea was to only let servers using the original renegade points system (a.k.a. pointsfix) be ladderred on the TT/BHS ladder. after all, score is both a factor in individual players' case and in determining which team wins a lot of the time, so obviously a server where points are correctly awarded is more feasible for a ladder than a server where you can get points for no reason at all.

of course, the same could be said for other things which affect gameplay in a counter-competitive way.

^^ that WAS the idea, then me and crimson developed the concept of a ladder "weighting" system, whereby servers with the more strategic and competitive settings (0 start credits, original renegade points system, no early !donate, no vehicle shells etc etc etc) are worth more ladder than other servers. so say if your server has vehicle shells enabled then it subtracts 20% from the contribution to the ladder, another 10% if you have weapon drops enabled, etc.

---