
Subject: Ranking system & pipe dreams

Posted by [\[sg\]theOne](#) on Mon, 03 Mar 2003 03:34:05 GMT

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So current rank goes off points, points are gained by the obvious means : inflicting damage & repairing. I wish they would have included one other thing : points given to other team should be subtracted from your points. If WW ever makes another patch this would be badass and give the ranking system more validity. So if das n00b rushes Nod OVER AND OVER w/Mammy until game ends he wont be MVP or get a ton of undeserved rank. The #'s would be a lot lower but they would reflect actual gameplay better IMO.

Anyways -- consider this pipe dreams or wishfull thinking either way I think it's a valid point.

Subject: Ranking system & pipe dreams

Posted by [Bigunns](#) on Mon, 03 Mar 2003 05:24:42 GMT

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I am new to Multiplay and would like to know more about the scoring. Can you point me to the info, or if it is simple, list in your reply.

Thanks

Subject: Ranking system & pipe dreams

Posted by [\[sg\]theOne](#) on Mon, 03 Mar 2003 06:04:00 GMT

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Bigunns I am new to Multiplay and would like to know more about the scoring. Can you point me to the info, or if it is simple, list in your reply.

Thanks

Basicly you get points for :

- A) Damaging buildings, vehicles & infantry
- B) Repairing buildings, vehicles & infantry

The bigger the "thing" you are attacking/destroying the more points (and credits) you receive.

Repairing yeilds points (and credits) but at a much slower rate. Repairing buildings gives more points than vehics and vehics more points than infi.

This is of course a simple over view, hope it helped.

Subject: Ranking system & pipe dreams

Posted by [Bigunns](#) on Mon, 03 Mar 2003 06:38:35 GMT

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Big help.

Can I get negative points (points taken away) for doing something wrong?

Is my ranking during the game being played based on points? It seems to be based on kills/deaths ratio.

I have noticed a star in front of my name during a game (shown with "j" or "k"). That can't be good, can it? (Who wants to stand out during a firefight) :oops:

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Posted by [\[sg\]theOne](#) on Mon, 03 Mar 2003 06:48:03 GMT

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BigunnsBig help.

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Yes you can get negative points for example by repairing the enemy.

Kill/death doesnt directly effect your rank (overall mine is TERRIBLE) its related to points scored in ladder (ranked) games. About the star/j/k IN GAME I have no idea - never seen it I'm sure someone else has the answer tho.

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Posted by [Crimson](#) on Mon, 03 Mar 2003 07:00:13 GMT

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The star always appears by your own name so you can find yourself.

Subject: Ranking system & pipe dreams

Posted by [Bigunns](#) on Mon, 03 Mar 2003 07:25:47 GMT

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The star always appears by your own name so you can find yourself.

That's what I thought until there were two people with stars in front of their name in one game.

Must have been a glitch.

I found this at Westwood
site[http://westwood.ea.com/games/ccuniverse/renegade/english/tourn_help.html]

How are my points calculated?

Your points are calculated on a very basic addition/subtraction principle.

When you first being playing on the Renegade ladder, you will start with 10,000 points. With each laddered game you play, you will gain or loss ladder points based on your performance in the game.

The worst player on the winning side and the best player on the losing side always receive 0 points. If you were in the game less than two minutes, you will receive 0 points. Winners from worst winner up will score as such, based on the number of players in the game: 0 points, 1 point, 3 points, 6, 10, etc.

Your number of ladder points received is the sum of the positions below you (on the winning team) and inverted on the losing team. This is then post-multiplied by the ratio of gametime you were present. The winscreen will have scoring gaps for players who participated but were not present at game end. Such players are still scored

Does this mean that if I join a game with 20 players at the beginning, end up last on the losing team, then I will lose 19 points? Seems like I should stay with small games for a while!

Subject: Ranking system & pipe dreams
Posted by [Sk8rRIMuk](#) on Mon, 03 Mar 2003 09:08:00 GMT
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I read that from westwood before that really helped me...

I think they should implement a system to allow you to get points for your k/d ratio of course that woul mean me losing points but that would be kool.

-Sk8rRIMuk

Subject: Ranking system & pipe dreams
Posted by [Bigunns](#) on Mon, 03 Mar 2003 11:36:40 GMT
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Sk8rRIMuk

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-Sk8rRIMuk

I agree. When I first started playing I was very careful not to die, but found I was always at the bottom. Now I am more aggressive. I found, however, that there is a points penalty indirectly. If you have an advanced character or a vehicle and die, the other team gets the points you paid for the character/vehicle. This can make you a member of a losing team instead of a winning team, thus lowering your ranking.

Another question: I just found a way to check my statistics and totals for each game I have played. In a couple of games I lost OVER 500 POINTS each time! How is that possible?

Subject: Ranking system & pipe dreams

Posted by [Crimson](#) on Mon, 03 Mar 2003 15:30:03 GMT

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One of the major things we helped tweak in the beta test was the ladder points and game points systems. The current (and best) method is the current one which rewards the aggressor in battle. You get more points for being out in the field in a tank pounding on buildings, than being the engineer at home repairing it. Without that, you get excessive camping.

Yes, a star appearing next to more than one name is a glitch... a rare one.

The ladder points work this way... anyone who spent more than 2 minutes in the game, even if they left before the game ended, is counted in this. The last-placed person on this winning team gets 0 points. The second-worst winner gets 1 point, the next (third worst winner) gets 3. It's based on the sum of all positions below you... so the fifth worst winner gets 10, which is $6 + 3 + 1 + 0$. Once this number is found, it's prorated for the amount of time you spent in the game. The guy who gets 10 ladder points, but was only in for half the game, gets 5 ladder points instead.

These calculations work the same, just inverted, on the losing side.

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Posted by [Vegito](#) on Mon, 03 Mar 2003 15:52:06 GMT

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Im fine with the way ladder is hghandled now except I think the mvp should always get something. I just get real annoyed when I mvp a few straight all on the losing team.

Subject: Ranking system & pipe dreams

Posted by [tHz2](#) on Mon, 03 Mar 2003 17:16:22 GMT

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Loosing points because you get killed? That would make everyone become campers in laddered

games. They'd all be too scared to get out there and fight. Laddered games should be fun, making them too elitist would destroy the enjoyment.

I often join games half way through to find that my team has lost the power plant. It's very difficult to get your points up after that, as the enemy are cruising around in high level vehicles. Being unable to afford anything capable of doing any significant damage to these high level vehicles, the only option is to heal stuff, or run forward as an engy and try to plant c4. The latter will get you killed. Your system would have 10 engineers running around like headless chickens, with only a handful fighting.

Subject: Ranking system & pipe dreams

Posted by [jraptor9](#) on Mon, 03 Mar 2003 19:02:54 GMT

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i wouldn't mind having your k/d affect your points. it'd make it more of a challenge to stay alive.
Quote:Yes, a star appearing next to more than one name is a glitch... a rare one.
really? it happens to me quite a bit.

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Posted by [nodmama](#) on Mon, 03 Mar 2003 19:09:33 GMT

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Blkwasp is really into rank and the way he plays is

Big Games or no time limit games and at least a 32 player server. You have to work together and have a plan (so he tells me) Have a really good connection and learn to use infantry well. Defend your base well when needed and be aggressive.

Eventhough K/D don't really effect rank you will notice that the Top 20 players have pretty good ratios.

Sometimes I will see my wonderful husband get very worked up about kills and deaths more than ladder points. (my ratio stinks cause I can't kill a rock. JK)

If you want points reappear buildings but remember when you are in a building reaping you are missing out on all the action. Plus some maps have very little building repair to them and you can end up with - points if your team loses.

There are a lot of jobs to do on Ren...Find some people that you are familiar with and ask about the plan for that particular game. Working together can WORK for a good game and a good win.

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Posted by [Anlesauk](#) on Mon, 03 Mar 2003 20:08:41 GMT

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I have also noticed that the number of ladder points granted/deducted is relative, not only to the length of game, but to the number of players total in the game, the number of total points scored in a game, and the deviation between points scored between teams (the closer the better). Is this true, or am I just speculating?

If you lost over 500 ladder points in one game then you played in a very large game for a long time, the team point totals were very high, and you didn't score hardly any point compared to others on your team.

I was also wondering if maybe the K/D ratio does make a difference. At times, I have seen my ladder rank higher than another but have less total points scored and been in the game for the same amount of time, yet I killed 5-10 and died only once or twice. I have seen it go the other way too.

Hope this helps.

Subject: Ranking system & pipe dreams
Posted by [Crimson](#) on Mon, 03 Mar 2003 21:24:53 GMT
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Unless this has changed, I believe the reason ladder points seem (or ARE) higher in a longer game is because more players come and go... you don't see them in the final screen, but their scores do count and are reported to WOL.

Subject: Ranking system & pipe dreams
Posted by [Scythar](#) on Mon, 03 Mar 2003 21:43:41 GMT
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Indeed.

Quote: The winscreen will have scoring gaps for players who participated but were not present at game end. Such players are still scored
