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Subject: RenLadder updates  
Posted by [Crimson](#) on Sat, 21 Aug 2010 01:49:02 GMT  
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I added a few new features to the ladder and website:

- \* Automatic end-of-month resetting
- \* Click on a map name on the list for a player to see all the players on that map. Click on a player from that list to see their stats.

To come:

- \* The game page needs more data added and team colors for Nod and GDI
- \* A page to see all games played on a particular server
- \* Archives - I have data going back to November 2006 which I plan to make accessible

Comments? Feedback? I would have gotten more done tonight but I have to go to work.

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Subject: Re: RenLadder updates  
Posted by [Starbuzzz](#) on Sat, 21 Aug 2010 06:10:55 GMT  
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nice and ty

just curious, is it also possible to add in more info to the stat page? Like what vehicles were destroyed and buildings killed?

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Subject: Re: RenLadder updates  
Posted by [Crimson](#) on Sat, 21 Aug 2010 16:12:10 GMT  
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That sort of data isn't sent. It's something that could be added at a later time via TT patching, though.

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Subject: Re: RenLadder updates  
Posted by [WNxm0use](#) on Sat, 21 Aug 2010 16:14:40 GMT  
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That's very nice, thanks Crimson!

I particularly look forward to the archives, will be nice to see some old results for good times sake.

I do have a question about the current #1 on the ladder. The guy received 26336 ladder points in one game and instantly got the top with that (obviously). Is there anything you can do about those

false stats? The server was/is a sniper server and the game certainly didn't last like.. 10 days or something before you can get such an enormous amount. The game lasted about 40 seconds, unless I'm mistaken. So, it's obviously a false stat, a bug perhaps or an exploit or something.

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Subject: Re: RenLadder updates  
Posted by [ExEric3](#) on Sat, 21 Aug 2010 18:21:35 GMT  
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RR Server and RR Client side send invalid ladder stats. Here is example:  
<http://renladder.blackhand-studios.net/player.php?name=girlz>

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Subject: Re: RenLadder updates  
Posted by [danpaul88](#) on Sat, 21 Aug 2010 20:50:14 GMT  
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It looks like RR is sending actual game points rather than ladder points based on some of those numbers...

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Subject: Re: RenLadder updates  
Posted by [snpr1101](#) on Sat, 21 Aug 2010 22:08:04 GMT  
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danpaul88 wrote on Sat, 21 August 2010 15:50It looks like RR is sending actual game points rather than ladder points based on some of those numbers...

26k pts in a sniper server(that lasted 40 seconds)? Perhaps if it were a marathon game

Are the calculations for the ladder points done serverside; or do they require the player to be connected through XWIS/WOL for their efforts to be registered? It was to my understanding that players who use RR connect directly to the servers and thus bypass XWIS.

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Subject: Re: RenLadder updates  
Posted by [liquidv2](#) on Sat, 21 Aug 2010 22:58:55 GMT  
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Crimson wrote on Fri, 20 August 2010 20:49\* Archives - I have data going back to November 2006 which I plan to make accessible

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Subject: Re: RenLadder updates  
Posted by [Crimson](#) on Sun, 22 Aug 2010 00:22:37 GMT  
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Any server connected to XWIS that has set our ladder server's IP in their hosts file will send data compiled by the game server to our server.

The only way to remove or adjust these bad results is to have someone in charge of moderating the ladder data and give them access to tweak or remove fault results. Alternatively, we could ban servers from the ladder who are sending this bad data which is less work.

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Subject: Re: RenLadder updates  
Posted by [ExEric3](#) on Sun, 22 Aug 2010 02:47:40 GMT  
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Crimson wrote on Sun, 22 August 2010 02:22

The only way to remove or adjust these bad results is to have someone in charge of moderating the ladder data and give them access to tweak or remove fault results. Alternatively, we could ban servers from the ladder who are sending this bad data which is less work.

What about Goztow?

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Subject: Re: RenLadder updates  
Posted by [Goztow](#) on Sun, 22 Aug 2010 07:34:23 GMT  
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Could do... but I'd expect some community input.

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Subject: Re: RenLadder updates  
Posted by [Spoony](#) on Sun, 22 Aug 2010 07:44:04 GMT  
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Crimson wrote on Fri, 20 August 2010 20:49Comments? Feedback?  
those things we worked out some time ago :/

---

Subject: Re: RenLadder updates  
Posted by [Tupolev TU-95 Bear](#) on Sun, 22 Aug 2010 14:27:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Is it me or are these updates going to bring renegade back to the way it was back in the days?

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Subject: Re: RenLadder updates  
Posted by [Hypnos](#) on Sun, 22 Aug 2010 23:30:09 GMT  
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Goztow, if you do get appointed moderator of the ladder, I'd gladly help.

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Subject: Re: RenLadder updates  
Posted by [Crimson](#) on Tue, 24 Aug 2010 01:51:20 GMT  
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Spoony wrote on Sun, 22 August 2010 00:44Crimson wrote on Fri, 20 August 2010 20:49Comments? Feedback?  
those things we worked out some time ago :/

Yeah, I am going to try and work on that stuff, too... :\

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Subject: Re: RenLadder updates  
Posted by [nikki6ixx](#) on Tue, 24 Aug 2010 03:46:47 GMT  
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:/

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Subject: Re: RenLadder updates  
Posted by [liquidv2](#) on Tue, 24 Aug 2010 05:13:31 GMT  
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Subject: Re: RenLadder updates  
Posted by [Crimson](#) on Sun, 03 Oct 2010 10:25:22 GMT  
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\*bump\*

I have made some more tweaks to the ladder website.

\* Archived data! - This still needs some work, specifically accessing detailed archive data, but you can see player/server counts, and the ladder winners... for posterity

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- \* A server page - click on a underlined server name to see all the games on that one server (this page loads slow - I'm still working on optimizing the SQL query)
- \* Some backend tweaks for accessing the archives quickly

There's still more to come.

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Subject: Re: RenLadder updates  
Posted by [raven](#) on Mon, 04 Oct 2010 01:07:13 GMT  
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Quote:Jun 2008 15245 24069 Selda 62863  
May 2008 14823 19665 Selda 58765

lol

cool to see, though

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Subject: Re: RenLadder updates  
Posted by [i0ncl0ud9](#) on Mon, 04 Oct 2010 14:22:38 GMT  
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The guy in first on the ladder right now is gettin like 5000 points per game in 45 min servers from a0000002W host name, whichever server that is.

Dunno how that works, but it seems to also report a false game in addition to whatever game is played on that server.

I tried playing a game on that server and The guy in first place got like 3000 ladder, then everyone else got like 100.

Then a few minutes later, I noticed it reported another game from that server that I hadn't even been in and it gave me 30 kills, 0 deaths, and -1544 ladder points... lol

Here are a few samples...

<http://renladder.blackhand-studios.net/player.php?name=Unnecessar>  
<http://renladder.blackhand-studios.net/player.php?name=DHMO>  
<http://renladder.blackhand-studios.net/player.php?name=halo2pac>

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Subject: Re: RenLadder updates  
Posted by [Di3HardNL](#) on Mon, 04 Oct 2010 15:54:14 GMT  
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I noticed that to, need to shut that server down

Also how can it happen that sometimes a game is not recorded in the ladder. For example I played very long yesterday where I received around 1000 ladder points but it didn't show up.. And yes it was a laddered server.

Nevertheless nice update Crimson! Really inspires me to keep on playing

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Subject: Re: RenLadder updates

Posted by [reborn](#) on Mon, 04 Oct 2010 16:02:12 GMT

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There needs to be some guidance about the requirements a server should follow to be allowed to report to the ladder.

Really, no modified server should be able to report to the ladder; But that kinda rules out every single server.

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Subject: Re: RenLadder updates

Posted by [halo2pac](#) on Mon, 04 Oct 2010 19:28:15 GMT

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my rank is so high because of this post:

[http://www.renegadeforums.com/index.php?t=msg&goto=437345&rid=21972#msg\\_437345](http://www.renegadeforums.com/index.php?t=msg&goto=437345&rid=21972#msg_437345)  
I wanted to prove it.

I can also remove my rank.

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Subject: Re: RenLadder updates

Posted by [QoQPCP](#) on Mon, 04 Oct 2010 19:54:48 GMT

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Thats Atomix server if im not mistaken... They sometimes even get 7k ladder points for doing nothing at all.

I also noticed that some games dont get recorded in the ladder.

Also the map names are incorrect, it shows the next server map in the ladder then the map we actually played.

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Subject: Re: RenLadder updates

Posted by [Crimson](#) on Tue, 05 Oct 2010 06:14:09 GMT

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Yeah, we definitely need to disallow any servers that modify ladder data. And all co-op servers.

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Subject: Re: RenLadder updates  
Posted by [ExEric3](#) on Tue, 05 Oct 2010 21:04:06 GMT  
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i0ncl0ud9 wrote on Mon, 04 October 2010 16:22The guy in first on the ladder right now is gettin like 5000 points per game in 45 min servers from a0000002W host name, whichever server that is.

Dunno how that works, but it seems to also report a false game in addition to whatever game is played on that server.

I tried playing a game on that server and The guy in first place got like 3000 ladder, then everyone else got like 100.

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Here are a few samples...

<http://renladder.blackhand-studios.net/player.php?name=Unnecessar>  
<http://renladder.blackhand-studios.net/player.php?name=DHMO>  
<http://renladder.blackhand-studios.net/player.php?name=halo2pac>

Its caused by Renegade Resurrection on server side.

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Subject: Re: RenLadder updates  
Posted by [Crimson](#) on Wed, 06 Oct 2010 03:28:05 GMT  
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Intentional or a bug?

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Subject: Re: RenLadder updates  
Posted by [Xpert](#) on Wed, 06 Oct 2010 04:38:07 GMT  
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It's a bug I guess if a server is using RR server side. I wouldn't know what causes it because I definitely didn't intentionally do that. lol.

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Subject: Re: RenLadder updates  
Posted by [i0ncl0ud9](#) on Fri, 08 Oct 2010 03:22:42 GMT  
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Crimson,

is there anything you can do to fix this problem?

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---

Subject: Re: RenLadder updates  
Posted by [Crimson](#) on Fri, 08 Oct 2010 09:13:08 GMT  
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---

I don't know... I can't seem to find a simple mathematical solution to the bad data... it's totally random. Doesn't seem to affect all the players, either. I don't want to jump to banning results from the servers that are sending it, but I might have to. :\

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Subject: Re: RenLadder updates  
Posted by [Goztow](#) on Fri, 08 Oct 2010 09:51:17 GMT  
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Crimson wrote on Fri, 08 October 2010 11:13| don't know... I can't seem to find a simple mathematical solution to the bad data... it's totally random. Doesn't seem to affect all the players, either. I don't want to jump to banning results from the servers that are sending it, but I might have to. :\

There must be a maximum amount of ladder points one can win in one game that's "normal". Let's say 500. All above that should trigger a flag, if a server gets flagged multiple times, you can ban them from the ladder and notify in the server owners forum. Then the server owner can still appeal the ban if he can prove the results were valid.

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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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Subject: Re: RenLadder updates  
Posted by [i0ncl0ud9](#) on Fri, 08 Oct 2010 12:01:53 GMT  
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It seems that the only times it has happened so far is on the atomix server and when halo2pac did it, however he did it.

Personally, I see it fair to give the servers a warning that are doing it, and if they then keep doing it ban them from the ladder.

Whatever settings they have that are causing it to happen can be changed, and if they would rather have those settings than be a part of the ladder, that is there choice.

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Subject: Re: RenLadder updates  
Posted by [halo2pac](#) on Fri, 08 Oct 2010 20:31:22 GMT  
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<cut>

Not that hard, thats why a global ladder is a bad thing, unless TT can make sure that scripts cannot modify the ladder.

btw Reborn's idea is sexy.

Mod edit: what the hell are u thinking?

---

---

Subject: Re: RenLadder updates  
Posted by [QoQPCP](#) on Sat, 09 Oct 2010 02:06:02 GMT  
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Time Server Map Ladder Points Score Kills Deaths K/D  
09.10.2010 00:42:14 a0000000T C&C\_Field.mix 24419 0 172 0 172

24k ladder.... nice...

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Subject: Re: RenLadder updates  
Posted by [halo2pac](#) on Sat, 09 Oct 2010 03:36:34 GMT  
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halo2pac wrote on Fri, 08 October 2010 15:31 <cut>

Mod edit: what the hell are u thinking?

I was thinking everybody knew that function who knows how to even open scripts. It's common knowlege. I'm actually suprised that got edited. Actually I giggled a little too that if that function is so sensorable that you even included it in scripts In the first place.

But I do appologise for pointing that out blatantly.

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Subject: Re: RenLadder updates  
Posted by [CarrierII](#) on Sat, 09 Oct 2010 10:42:40 GMT  
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Halo, generally, those who can open and modify scripts aren't out to trash the game... (I was not the mod who edited your post)

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Subject: Re: RenLadder updates  
Posted by [HaTe](#) on Sat, 09 Oct 2010 20:39:14 GMT  
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Illegal characters such as "" in servers seems to affect it too. Jut an observation....not sure if it's every time though.

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Subject: Re: RenLadder updates  
Posted by [halo2pac](#) on Sun, 10 Oct 2010 05:17:51 GMT  
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CarrierII wrote on Sat, 09 October 2010 05:42Halo, generally, those who can open and modify scripts aren't out to trash the game... (I was not the mod who edited your post)

I'm not trying to trash it either. I'm trying to point out how it's a dumb ideas to have a ladder that's so easy to modify. Per server ranks reported to a single location like reborn said is a great idea.

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Subject: Re: RenLadder updates  
Posted by [Crimson](#) on Sun, 10 Oct 2010 07:33:23 GMT  
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It'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.

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Subject: Re: RenLadder updates

Posted by [NACHO-ARG](#) on Sun, 10 Oct 2010 09:00:43 GMT

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hey guy i hav seen people playing whit r resurrection 1.1.6 please post some link to download, i can't find rr 1.1.6 in icefinch.net and wen i try to update the resurrection 1.1.4 wich i have instaled it crases (sorry my english)

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Subject: Re: RenLadder updates

Posted by [reborn](#) on Sun, 10 Oct 2010 10:09:46 GMT

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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.

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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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Subject: Re: RenLadder updates

Posted by [Crimson](#) on Mon, 11 Oct 2010 04:06:51 GMT

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I don't mind blocking the servers that are sending bad data. I was just hoping I could find a simple solution to figure out the right data to just correct it on our end. (Such as, ladder points sent are exactly double, then I just half it)

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Subject: Re: RenLadder updates

Posted by [trooprm02](#) on Mon, 11 Oct 2010 18:49:44 GMT

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Well, if you are saying it looks pretty random after looking at the data its sending, Xpert (who has played around with RR quite a bit) says he doesn't think it intentional (aka its a bug), and we both know Yrr won't be looking into it himself anytime soon lol...there really is no alternative.

---

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Subject: Re: RenLadder updates

Posted by [Crimson](#) on Mon, 11 Oct 2010 22:18:32 GMT

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If the bug can be located I may be able to work around it. You know, something like "ladder points = actual ladder + something else"...

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Subject: Re: RenLadder updates  
Posted by [Crimson](#) on Tue, 12 Oct 2010 02:54:12 GMT  
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I didn't want to say anything until I was sure, but I have resolved the problem where the server wasn't recording some games. I restarted the ladder server on October 7th and it hasn't lost a game since.

There may be other things outside of the Ladder Server causing data loss but the one I was able to identify has been fixed, it seems.

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Subject: Re: RenLadder updates  
Posted by [Yrr](#) on Tue, 12 Oct 2010 10:05:02 GMT  
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troopr02 wrote on Mon, 11 October 2010 20:49 Well, if you are saying it looks pretty random after looking at the data its sending, Xpert (who has played around with RR quite a bit) says he doesn't think it intentional (aka its a bug), and we both know Yrr won't be looking into it himself anytime soon lol...there really is no alternative.

Why won't I?  
If you have a bug, post it on <http://renegade.uservice.com>

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Subject: Re: RenLadder updates  
Posted by [Crimson](#) on Tue, 12 Oct 2010 10:36:21 GMT  
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It would be GREAT if you could fix the ladder bug!

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Subject: Re: RenLadder updates  
Posted by [Yrr](#) on Tue, 12 Oct 2010 11:05:51 GMT  
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Okay, but first I need to know what the bug actually is.  
I never played on WOL.

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Subject: Re: RenLadder updates  
Posted by [Crimson](#) on Tue, 12 Oct 2010 18:16:55 GMT  
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<http://renladder.blackhand-studios.net/game.php?game=18813241>

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These guys are telling me that such ridiculously skewed ladder points are only happening on servers running RR.

A normal ladder output looks like something like this:

<http://renladder.blackhand-studios.net/game.php?game=18816468>

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Subject: Re: RenLadder updates  
Posted by [liquidv2](#) on Fri, 22 Oct 2010 02:58:10 GMT  
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<http://renladder.blackhand-studios.net/>

check out the top players on there  
xpert has a k/d of almost 22  
cut them off of the ladder, it ruins it for people that care

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Subject: Re: RenLadder updates  
Posted by [Starbuzzz](#) on Fri, 22 Oct 2010 15:15:05 GMT  
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Imfao just found out my smurf nick has higher ladder than my main nick!

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Subject: Re: RenLadder updates  
Posted by [i0ncl0ud9](#) on Fri, 22 Oct 2010 17:46:17 GMT  
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in the interest of a temporary fix, i think that their server should be cut out until a permanent solution is reached. like liquid said, it ruins it for people that care.

If not in the next few days, definitely by the start of next months ladder.

Theres no reason why their stats should be allowed to be there.

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Subject: Re: RenLadder updates  
Posted by [Crimson](#) on Fri, 22 Oct 2010 19:57:01 GMT  
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I'm going to update the code to allow banning servers within the next couple of days. It will be retroactive.

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Subject: Re: RenLadder updates  
Posted by [havoc9826](#) on Sat, 23 Oct 2010 04:22:22 GMT  
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Actually, that k/d for Xpert might not be spoofed.

---

Subject: Re: RenLadder updates  
Posted by [troopr02](#) on Sat, 23 Oct 2010 17:10:19 GMT  
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havoc9826 wrote on Fri, 22 October 2010 23:22: Actually, that k/d for Xpert might not be spoofed.

Then were definitively not talking about the same Xpert....

---

Subject: Re: RenLadder updates  
Posted by [Xpert](#) on Sat, 23 Oct 2010 23:16:25 GMT  
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troopr02 wrote on Sat, 23 October 2010 13:10: havoc9826 wrote on Fri, 22 October 2010 23:22: Actually, that k/d for Xpert might not be spoofed.

Then were definitively not talking about the same Xpert....

Retarded as ever.

---

Subject: Re: RenLadder updates  
Posted by [i0ncl0ud9](#) on Sun, 24 Oct 2010 21:10:36 GMT  
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yea xpert's kd is 22.0 because of the server.

Just click on his name and see all of the ridiculous shit.

Gonna be glad to see it be taken off.

---

Subject: Re: RenLadder updates  
Posted by [Crimson](#) on Tue, 26 Oct 2010 22:19:27 GMT  
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I'm happy to report that the ladder is no longer "losing" games (not one lost since I restarted it a few weeks ago). I have added the start of a banning system and have banned A0000002W from the ladder which has improved the quality of the top names significantly.

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When a game is "crossed out" on the listings, it means that it's either marked "unladdered" by the server or by me banning it. Servers that set themselves to unladdered send 0 points for all players (unless a script changes that).

If anyone can identify other servers that are sending warped ladder points, please let me know.

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Subject: Re: RenLadder updates  
Posted by [JeepRubi](#) on Sat, 30 Oct 2010 05:16:05 GMT  
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Mmmmm....

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Subject: Re: RenLadder updates  
Posted by [Carrierll](#) on Sat, 30 Oct 2010 08:55:53 GMT  
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Jeep, care to explain why you've posted that twice? You're not normally one to post things without reason, I'm just failing to see it...

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Subject: Re: RenLadder updates  
Posted by [Starbuzz](#) on Sat, 13 Nov 2010 17:40:54 GMT  
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Crimson wrote on Tue, 26 October 2010 17:19

If anyone can identify other servers that are sending warped ladder points, please let me know.

Something interesting at the St0rm servers:

Players can call down bots (soldiers, Havocs, Saks, Raves, Mendozas, etc) via commands. These bots are usually called in and dropped around the base for extra protection.

Now here is my main complaint: killing these bots COUNT as official kills and are added to the player's K/D! This is certainly silly I think. It creates a situation where simply killing these bots (of which hordes of which can be called down through a game) will give a higher K/D score.

Is this normal to have so in a proper ladder? The server is laddered.

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