Subject: Blackhand Ladder
Posted by liquidv2 on Wed, 15 Dec 2010 03:14:05 GMT
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a friend of mine is trying for the ladder this month and played a 5 hour game on walls_flying where he got over 4,000 ladder points
except it didn't go through, so the game was for nothing

does the ladder discredit games that go for a certain time length or games that give over a certain number of ladder points? or was it just bad luck on his part?

random question on the same subject, someone said if the server crashes that GDI gets the ladder points by default (even if nod is winning)
is this true?

Subject: Re: Blackhand Ladder
Posted by halo2pac on Wed, 15 Dec 2010 03:47:42 GMT
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Is the server he was playing on setup to report to the ladder?
(its not default, it has to be setup).

Subject: Re: Blackhand Ladder
Posted by liquidv2 on Wed, 15 Dec 2010 04:45:22 GMT
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yep
his other games from today day reported but this one did not
it would have definitely helped his standing but since it didn't go through i was wondering why

Subject: Re: Blackhand Ladder
Posted by Crimson on Wed, 15 Dec 2010 05:27:43 GMT
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What server was this on?

Subject: Re: Blackhand Ladder
Posted by Crimson on Wed, 15 Dec 2010 05:28:42 GMT
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liquidv2 wrote on Tue, 14 December 2010 20:14random question on the same subject, someone

said if the server crashes that GDI gets the ladder points by default (even if nod is winning) is this true?

If the server crashes, the results are never sent to the ladder server. In the event of a tie, GDI wins.

Subject: Re: Blackhand Ladder
Posted by liquidv2 on Wed, 15 Dec 2010 05:51:50 GMT
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Crimson wrote on Tue, 14 December 2010 23:28If the server crashes, the results are never sent to the ladder server. In the event of a tie, GDI wins.
that is racist

it was on Jelly Marathon, and the player got somewhere around 4,200 ladder points for the win that didn't transfer over to the blackhand ladder page

thanks for the quick reply

Subject: Re: Blackhand Ladder
Posted by Dethdeath on Wed, 15 Dec 2010 06:56:39 GMT
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The wrong maps are being reported too, I'm not sure if that's caused by the server sending the map that's being loaded instead of the one that was just played or because of renladders interpretation of it.

Subject: Re: Blackhand Ladder
Posted by jonwil on Wed, 15 Dec 2010 07:22:47 GMT
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Dethdeath wrote on Wed, 15 December 2010 14:56The wrong maps are being reported too, I'm not sure if that's caused by the server sending the map that's being loaded instead of the one that was just played or because of renladders interpretation of it.
There is an actual bug in renegade related to this. I believe Sir_Kane has a fix that will go into scripts 4.0.

Subject: Re: Blackhand Ladder
Posted by Crimson on Wed, 15 Dec 2010 08:03:43 GMT
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liquidv2 wrote on Tue, 14 December 2010 22:51Crimson wrote on Tue, 14 December 2010 23:28If the server crashes, the results are never sent to the ladder server. In the event of a tie, GDI wins.
that is racist

it was on Jelly Marathon, and the player got somewhere around 4,200 ladder points for the win that didn't transfer over to the blackhand ladder page

thanks for the quick reply

OK, I need the player's name, too... it's a big database.

Subject: Re: Blackhand Ladder
Posted by InternetThug on Wed, 15 Dec 2010 08:14:55 GMT
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Player name is RuNuts

Subject: Re: Blackhand Ladder
Posted by Crimson on Wed, 15 Dec 2010 09:33:26 GMT
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There are no error messages in the log files. If the results.txt file can be sent to me, I can manually enter the data into the ladder. Otherwise, there's nothing I can do.

Subject: Re: Blackhand Ladder
Posted by Spoony on Wed, 15 Dec 2010 19:34:34 GMT
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the map reported is actually the map afterward (or it might be before, one or the other)

this happened on the clan ladder too

as for GDI winning a tie, that's not necessarily true. GDI wins a scoreless tie, but if both teams have say 45976 points at the end, it's overwhelmingly likely one team will have more than the other after the decimal point (e.g. GDI might have 45976.2, nod has 45976.5 - nod would get the win even though it looks like both team's scores are equal)

Subject: Re: Blackhand Ladder
Posted by liquidv2 on Thu, 16 Dec 2010 00:07:50 GMT
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the data is no longer available, but i wasn't asking for it to be entered, i was just wondering if it didn't make it through on purpose (due to a cap of some sort in place) which doesn't seem to be the case

thanks for clearing it up

Subject: Re: Blackhand Ladder
Posted by bmr_71 on Fri, 17 Dec 2010 16:55:06 GMT
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What are we going to do!

Subject: Re: Blackhand Ladder
Posted by liquidv2 on Sat, 18 Dec 2010 08:40:30 GMT
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quite a good question boomer

Subject: Re: Blackhand Ladder
Posted by Sir Kane on Sat, 18 Dec 2010 19:17:27 GMT
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Transfer all ladder points to me!

Subject: Re: Blackhand Ladder
Posted by liquidv2 on Wed, 26 Jan 2011 03:53:47 GMT
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notice anything odd?

Subject: Re: Blackhand Ladder
Posted by Crimson on Wed, 26 Jan 2011 05:16:30 GMT
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Looks like another server banned from the ladder. They running RR?

Subject: Re: Blackhand Ladder
Posted by Pyr0man1c on Thu, 27 Jan 2011 05:51:30 GMT
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Yes, V1.1.2 (latest version)