
Subject: WOL ladder.

Posted by [Dante](#) on Tue, 10 Feb 2004 18:39:09 GMT

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You got the blues, cause your little siggy numbers aren't moving?

Current Stress Test Level:98 players (per game)

No fear, i am here

Been working on this for, believe it or not, about 7 straight hours.

Here is the code, it is currently under stress testing atm, and should be able to actually start displaying the data from the db by this weekend, i hope to get this ladder out and done by then

Also, i will be redoing the stats images for it (service select of coarse) and will also be converting my ladder view on my site to reflect this ladder instead.

here is a screenshot, so you can see the progress, not just wonder about it....

Subject: WOL ladder.

Posted by [Xtrm2Matt](#) on Tue, 10 Feb 2004 18:41:40 GMT

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Very nice

Subject: WOL ladder.

Posted by [snipesimo](#) on Tue, 10 Feb 2004 20:08:14 GMT

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Purty

Subject: WOL ladder.

Posted by [gibberish](#) on Tue, 10 Feb 2004 21:10:27 GMT

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Ok dumb question:

What does this program do ?

Thanks,
Gib

Subject: WOL ladder.
Posted by [Dante](#) on Tue, 10 Feb 2004 21:11:49 GMT
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gibberishOk dumb question:

What does this program do ?

Thanks,
Gib

it is designed and developed to replace the WOL ladder, it acts exactly the same, and recieves its information directly from the FDS.

Subject: WOL ladder.
Posted by [gibberish](#) on Tue, 10 Feb 2004 21:14:50 GMT
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Does it read the list of servers directly from WOL or do the servers need to be registered with the ladder ?

Subject: WOL ladder.
Posted by [England](#) on Tue, 10 Feb 2004 21:34:01 GMT
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servserv just redirects the ladder informations (packets) to dantes ladder and updates, same as WOL, but it works.

Subject: WOL ladder.
Posted by [Majiin Vegeta](#) on Tue, 10 Feb 2004 21:55:05 GMT
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will this be the pointwhore ladder.. or the ladder inwhich scopy thought of with the kills x building kills and what not?

+ nice work

Subject: WOL ladder.
Posted by [Dante](#) on Tue, 10 Feb 2004 22:08:58 GMT
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this will be a balanced ladder, when i draw up the final formula's, i will post them for people to argue about.

Subject: WOL ladder.
Posted by [Dante](#) on Wed, 11 Feb 2004 02:07:10 GMT
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bump for good nature, and the fact that it has been running very stable all day with 5 servers connected to it.

Subject: WOL ladder.
Posted by [npsmith82](#) on Wed, 11 Feb 2004 03:03:55 GMT
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Three cheers for Dante!

Hip hip!! >>>

Subject: WOL ladder.
Posted by [coolmant](#) on Wed, 11 Feb 2004 07:50:08 GMT
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More detail. Runs in Dos? Has to run while FDS is running?

Subject: WOL ladder.
Posted by [Dante](#) on Wed, 11 Feb 2004 15:42:16 GMT
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coolmantMore detail. Runs in Dos? Has to run while FDS is running?

that view you see is a console window of it running on WinXP Pro, and it only has to run on one centralized computer (per ladder).

Subject: WOL ladder.

Posted by [Creed3020](#) on Wed, 11 Feb 2004 16:11:36 GMT

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DantecoolmantMore detail. Runs in Dos? Has to run while FDS is running?

that view you see is a console window of it running on WinXP Pro, and it only has to run on one centralized computer (per ladder).

per ladder....Will there be more then one?

Sniper Only?

Infantry Only?

Subject: WOL ladder.

Posted by [Dante](#) on Wed, 11 Feb 2004 18:06:49 GMT

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its up for debate, yeah.

Subject: WOL ladder.

Posted by [Creed3020](#) on Wed, 11 Feb 2004 18:22:05 GMT

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Danteits up for debate, yeah.

Good to hear it's gonna be talked about...

I am sure there are lots of people interested in forming alternative ladders.

Subject: WOL ladder.

Posted by [Weirdo](#) on Wed, 11 Feb 2004 20:21:04 GMT

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Will this ladder, check both the European and the American server at the same time, or seperate.

Subject: WOL ladder.

Posted by [Majiin Vegeta](#) on Wed, 11 Feb 2004 23:28:41 GMT

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nice work.. cant wait to see the final formulas

Subject: Re: WOL ladder.
Posted by [Dante](#) on Thu, 12 Feb 2004 01:30:07 GMT
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Dante
Current Stress Test Level: 98 players (per game)

Subject: WOL ladder.
Posted by [cowmisfit](#) on Fri, 13 Feb 2004 11:47:52 GMT
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wow dude, this kicks ass good job.

500th post
