Subject: Re: An opinion piece - in regard to the public-server ladder Posted by futura83 on Wed, 09 May 2007 20:41:44 GMT View Forum Message <> Reply to Message

Blazer wrote on Wed, 09 May 2007 19:54It sounds like the best solution is to make it so that you can only change teams within the first 2 minutes of a game. After that, if you change teams, you should get NO ladder points.

Implementing this would be tricky but not impossible, it would probably require jonwil adding a new console command via scripts.dll, that would toggle a players ladder-points accumulation - This way regulation bots can set a specific player(s) ladder points to zero.

It may also be possible with the code that SK wrote, so that it has a console command to simply flag a player, and once flagged it would report them with zero points to the ladder server.

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But should you do it so that it adds the points they have accumulated prior to that change?

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