R315r4z0r wrote on Sun, 21 December 2008 13:031. What is an Automated Ladder?
2. Why is it better for it to be automated?
3. Does it involve people who do not participate in clans?
In ages past, WOL had two automatic ladders - a public ladder and a clan ladder. Any public server could turn on the 'laddered' option, which would then send the game results to the public ladder. As for clans, it was pretty much the same except a clan needed to register its members first, and then a clan match could be counted on the clan ladder automatically.

that answers 1 and 3. as for 2... well, this is more complicated than most people realise. Back in the old days, clanwars.cc set up a renegade ladder which drew its results from the official WOL ladder (this was long before I became involved with it). It had the advantage of a better points system, and better moderation... i.e. it was run by people who actually cared, whereas the official WOL clan ladder wasn't. For example, there were a lot of clans who would cheat or report fake games or just kick their opponents if they were about to lose - that happened all the time on the WOL clan ladder and nobody did anything about it. (Same goes for the public ladder - anyone remember Keetxx? If my memory serves correct, he won supreme commander on the public-server ladder two months in a row, just by joining servers and blazing away with final ren until he got booted) That's why most serious clans preferred clanwars.cc.

Later on, (some time before the XWIS changeover) the ladder started breaking down A LOT. Games just didn't report a lot of the time (again, at clanwars.cc that was easy to fix, on the WOL ladder there was nobody who'd add your games for you). Even worse, there was a period of a few months where the clan creation pages completely stopped working, so you couldn't even join or leave a clan. because of all these problems, clanwars.cc converted to a manual report system. Players had to report their own losses, which took a bit of getting used to, but it was still way better than the old auto ladder.

then the XWIS changeover happened (november 2005?) and that was the end of the auto ladder, for good.

so in a nutshell, the best option would be something we've never really had before; namely an auto ladder that was run by admins who really know and care what they're doing. Xptek has the chance to make that happen, and much more besides, just by releasing Linkup to TT or whoever.

(to hitman, I'll see about appointing some new admins, I guess...)