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Subject: Re: The Pointsfix and the Game Listings  
Posted by [Crimson](#) on Wed, 07 Oct 2009 09:25:07 GMT  
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Factors that are being discussed for ladder weight include (this isn't the full list, it's still being worked on):

- Correct points fix vs broken points system (It has been proven that the fixed points system gives the "win" to the team with the better skill and teamwork, and the old broken system often rewards the team that kept one building alive but was being pwned the whole map a win they don't deserve. Hence, you should not be significantly rewarded on the ladder for winning under a severely flawed system.)
- Starting credits (% penalty based on starting credits with a maximum penalty, so 0 credits = 0 penalty and my server's 350 credits = small penalty)
- Donation (one penalty for donate from 00:00 time, smaller penalty for delayed donation start)
- Teamchanging allowed (because it can make for stacked teams, players winning under these conditions should be penalized)

We have other factors in mind like a bonus for basekill vs points win which also helps to mitigate the ladder inaccuracies created by the old/broken points calculation.

Remember that the goal of a true ladder is to reward the skilled players and penalize the bad players in order to gain a true ranking of which players are playing well and are good for their team. With a complete ladder re-vamp, the hope is to stop rewarding "point whores" and create new ladder whores who want their team to win and work hard to make that happen.

The new system is being designed by Spoony and I at the moment and once we have a good framework in place for the calculations, we'll observe the results of our work for a bit and then open it up to the community for feedback and tweaking.

We believe this system to be a compromise between what server owners want (to keep control of their settings), what a ladder is supposed to represent (skill and to a smaller degree, time served), and what players want (something to work for when they're putting time into a server).

Saying that there shouldn't be a ladder is completely retarded. If you think there shouldn't be a ladder, then stop reporting your ladder results and change your server setting to ladder = 0 so that players don't go on your server thinking that it does report results. If you think there shouldn't be a ladder, then stop looking at the ladder rankings and pretend they don't exist. Don't force your wishes on other players when the majority of them want statistics, some sort of record of what they did. Nearly every online multiplayer game has some sort of ranking/ladder system and it's not because people don't like them... it's because people DO like them.

And lastly, stop comparing Jelly's registration of the nicknames to TT's ability to make a patch. Every single one of us posting in this thread knows how to register a nickname. That doesn't take any talent. Years and years of work on Renegade, earning the trust and support of EA, and spending months and months to patch the game is something very few people are able to do. You're comparing apples to oranges.

Quote:Gladiator said:

The major servers all have their own huge fanbases. I doubt at this point the player count has little to do with hostnames.

If that were even remotely true, this discussion wouldn't be taking place. I still see hundreds of new names and new IPs in my server every month (because I keep stats on it). And don't be so retarded as to say they're all smurf nicknames.

Quote:Spoony said:

Here's a question, let's say somebody registered all the Renegade serials. In fact, someone actually tried doing that (he got thousands and thousands of them). Let's say, hypothetically, that he got them all.

Actually, he did get them all. The person you're talking about registered over 10,000 serials and no one could start a server without him giving a serial to you if you didn't have one already. When we moved to XWIS, limitations were removed and people could just use their retail serials for their server which took all the power away from him. Just as (we hope) changing the default server listings for everyone to playercount instead of nickname will take all this power away.

Quote:reckneya said:

Renz0r recently merged with Exodus, and I think if Renegade as a whole will do good if more communities set aside their differences/stopped competing with each other and simply worked together.

If you had used any other community but Exodus in that sentence, it would have been a valid point. I've always been open to merges and collaborations with n00bstories but a lot of people in this community seem to like being big babies who want to take their toys and go home when they don't get their way instead of having mature conversations when differences in opinion arise.

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