
Subject: We seek a person to assist us with Renegade's ladder

Posted by [Spoony](#) on Fri, 22 Jun 2007 00:50:07 GMT

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Crimson and I are forming a team of community members to work out the details for Renegade's public-server ladder.

First and foremost of these will be the ladder point system. It's our goal to create a ladder where skill is accurately reflected, which means addressing questions such as win ratio versus simply playing a high volume of games, and so on.

We plan for the team to consist of seven community members: Crimson, Spoony, two individuals chosen by Crimson, two chosen by Spoony, and one elected from the general community. (The four individuals chosen by Crimson and Spoony have been contacted privately - or will be very shortly)

If you believe you have valuable insights and input to offer to this project to make the ladder a genuinely good system, nominate yourself in this thread (or suggest someone else, but they'll obviously need to acknowledge and agree to the nomination). In a week or two, we will compile a list of candidates and then the community can vote for one of those candidates.

It will probably assist the community in choosing who to vote for if you give examples of experience you might have in related projects.

Thanks,
Spoony and Crimson

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Oblivion165](#) on Fri, 22 Jun 2007 01:02:19 GMT

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Sounds excellent, this should boost the online play quality and people might care more about their accounts if they have something to show for it. (IE less cheating)

The first thought I had was a custom beam color, maybe user specified or maybe done by class. I always loved the RamJet with a green beam and I would imagine something like that could be done through RenGuard through a simple menu interface.

EDIT: of course the RamJet is not the only weapon that uses beams so people who don't prefer it wouldn't be limited.

EDIT2: and by class I meant user rank, not the character classes.

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Canadacd](#) on Fri, 22 Jun 2007 03:09:47 GMT

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I nominate myself. I have nothing else to say.

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [Crimson](#) on Fri, 22 Jun 2007 03:14:42 GMT

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Whoever is involved will be joining a small team of 7, so activity and input will be very important.

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [Oblivion165](#) on Fri, 22 Jun 2007 03:27:53 GMT

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I am very tempted to wave my hands around and say pick me, pick me but I'm not very popular amongst the forum users and you have all but ignored me over the last 3 years.

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [IceSword7](#) on Fri, 22 Jun 2007 03:55:08 GMT

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Quote:Crimson and I are forming a team
Seriously? where the fuck have I been

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [Sn1per74*](#) on Fri, 22 Jun 2007 04:45:33 GMT

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Oblivion165 wrote on Thu, 21 June 2007 22:27 I am very tempted to wave my hands around and say pick me, pick me but I'm not very popular amongst the forum users and you have all but ignored me over the last 3 years.

I like you man

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [Oblivion165](#) on Fri, 22 Jun 2007 05:35:29 GMT

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Sn1per74(2) wrote on Fri, 22 June 2007 00:45 Oblivion165 wrote on Thu, 21 June 2007 22:27 I am very tempted to wave my hands around and say pick me, pick me but I'm not very popular amongst the forum users and you have all but ignored me over the last 3 years.

I like you man

Your not doing too bad yourself

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Dave Anderson](#) on Fri, 22 Jun 2007 05:37:07 GMT

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I'm in agreement wit Sniper74(2). You're an awesome guy.

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [puddle_splasher](#) on Fri, 22 Jun 2007 06:04:40 GMT

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Lots of minor points to look at. Any one who repairs tanks all game is still as valuable to the team and yet receives less points as opposed to repairing a building.

Some snipers, not all, do nothing but snipe tanks, not arty or mrls purely for points and contribute nothing to the team but still get more points towards the ladder.

Who gets the points for disabling beacons? Is it divided amongst the disablers like MP-server did or is the person that gets the last bar as points make prizes.

I understand there may not be an easy way to fully utilise the points system. Therefore some unscrupulous players will play simply for the ladder as opposed to the team. They do not necessarily have to be good to go high on the ladder. It is my belief that the ladder until properly revised, fails miserably.

No! I cannot do a better job before anyone asks.

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [BoMbZu](#) on Fri, 22 Jun 2007 07:28:32 GMT

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I know everything about ladderwhoring so I might pop up with some good ideas

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Crimson](#) on Fri, 22 Jun 2007 08:48:58 GMT

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The plan is that I will show the members of the team what information is available, access to the raw data that we've collected in the beta test, and we will debate and argue and carry on about

which are the best indicators of skill, how to weigh them, etc... it will be a rough process, I think, and not for the faint of heart. But it is a task that must be done and I believe it is important that there be as close to an unbiased mix of people as we can get so that no one member can manipulate any situation to push their opinion on others.

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [Herr](#) on Fri, 22 Jun 2007 09:04:06 GMT

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I am interested. I was am just wondering how much much time it needs. A daily forum-check will do or is it more intensive?

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [reborn](#) on Fri, 22 Jun 2007 09:06:46 GMT

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Oblivion165 wrote on Thu, 21 June 2007 23:27I am very tempted to wave my hands around and say pick me, pick me but I'm not very popular amongst the forum users and you have all but ignored me over the last 3 years.

Did I miss something? You're on my cool list at least man! =]

Who are these truffle hunting swamp donkeys you speak of?

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [CarrierII](#) on Fri, 22 Jun 2007 09:08:58 GMT

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To the people who are helping oblivion's self esteem, I would like to remind you, you're off topic.

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [EvilWhiteDragon](#) on Fri, 22 Jun 2007 09:17:06 GMT

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Oblivion165 wrote on Fri, 22 June 2007 05:27I am very tempted to wave my hands around and say pick me, pick me but I'm not very popular amongst the forum users and you have all but ignored me over the last 3 years.

Ermmm, I like you, your vids tutorials have style

I think I would like to do it, and till sept I have loads of times. If other people think I should do it, I will.

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [Goztow](#) on Fri, 22 Jun 2007 09:44:27 GMT

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I second EWD's application: he knows a lot about the Renegade ladder already as BI has studied the way the ladder works in-game + he has a clue about the game/gameplay .

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [StealthEye](#) on Fri, 22 Jun 2007 10:59:18 GMT

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Quote:Some snipers, not all, do nothing but snipe tanks, not arty or mrls purely for points and contribute nothing to the team but still get more points towards the ladder. We have a fix for that at the BI servers. The point calculation was missing a multiplier for armor which made the scores higher.

I'd like to apply as well, if not chosen by Crimson (hint, hint), although the outcome would probably be the same as with EWD because we discuss a lot with each other anyway.

Quote:Ermmm, I like you, your vids tutorials have style I second that

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [Spoony](#) on Fri, 22 Jun 2007 11:05:56 GMT

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candidates so far:

Canadacdn

Oblivion165

WNxBombZU

Herr

EvilWhiteDragon

StealthEye

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [EvilWhiteDragon](#) on Fri, 22 Jun 2007 11:21:47 GMT

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You might as well select me and StealthEye as one candidate with 1 vote, but just made up out of 2 ppl, as we nearly always agree on things (in the end that is)

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [The 1337 Doitle](#) on Fri, 22 Jun 2007 11:22:20 GMT
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What would this person do exactly? How do we know which of us has the required skills?

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [Spoony](#) on Fri, 22 Jun 2007 11:39:09 GMT
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what this person would do would be one of a team of seven. The other six would be:
Spoony wrote on Thu, 21 June 2007 19:50Crimson, Spoony, two individuals chosen by Crimson,
two chosen by Spoony

the team, as a whole, has the task of working out Renegade's public server ladder, balancing its
points system etc.

Required skills? The community will decide that when they vote, I guess... suggested qualities:
- good knowledge of the game, both in terms of its mechanics (points system, etc) and its qualities
of strategy and teamplay
- objective and unbiased

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [futura83](#) on Fri, 22 Jun 2007 11:48:44 GMT
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is it possible to record amount repaired and what type of armour is repaired?

Still, unfortunately, there are too many things in ren that make a good team-player that can't be
recorded.

Such as defending a beacon, or discovering a stank rush and alerting your team about it...or even
buying tanks to get a mass going...still with the mass part, if you can record amount repaired,
someone will find a way to exploit it on servers where shells are enabled...

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [Spoony](#) on Fri, 22 Jun 2007 11:50:30 GMT
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This does kinda focus more on ladder points than in-game points...

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Crimson](#) on Fri, 22 Jun 2007 11:52:49 GMT

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We need someone who has intimate knowledge of the game, from a player's standpoint. We have the technicals covered. I'm hoping that the members of the group have a reasonable grasp on math in order to help work out weight formulas, and opinions about what truly denotes skill in the game and how much.

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Crimson](#) on Fri, 22 Jun 2007 11:54:50 GMT

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Well, we're going to work with the data we DO have available and see if we can come up with something based on that. We will also have a couple of individuals acting as technical consultants if we need to explore other options.

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [futura83](#) on Fri, 22 Jun 2007 11:59:24 GMT

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I can think of a way to reward people for defending beacons, but, this is very unreliable and could be abused, depending on how it is done.

The recommendation system.

Since the only way to know if someone has done something for the team (like i mentioned above) is to have someone watch, the rec system isn't too bad a way of doing it.

But to perfect it, you'd need to have a recommender give a reason, or have it as a team vote to give someone a rec.

You could even have a moderator dispute the recommendation and have an 'official' see if the reason behind the dispute is worthy of a rec being deleted.

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [StealthEye](#) on Fri, 22 Jun 2007 12:14:09 GMT

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I think this thread was mainly meant to find someone for the team, not to already start discussing about the ladder system itself.

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [MexPirate](#) on Fri, 22 Jun 2007 12:38:07 GMT

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I know this game inside out and can handle maths np.

Think I could contribute something, so put me on that list pls.

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Dave](#) on Fri, 22 Jun 2007 12:38:56 GMT

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I would like to help, i know some things about ren and i have been here since the begin. So maybe i can help

Greets,

Dave

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Spoony](#) on Fri, 22 Jun 2007 13:06:13 GMT

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Canadacdn
Oblivion165
WNxBombZU
Herr
MexPirate
DarkSbhxx

EvilWhiteDragon and StealthEye, can I suggest that you select one of you to be the official candidate... you can debate everything amongst yourselves as you please, but just have one voice for it, not two.

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [EvilWhiteDragon](#) on Fri, 22 Jun 2007 13:22:45 GMT

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Spoony wrote on Fri, 22 June 2007 15:06
Canadacdn
Oblivion165
WNxBombZU
Herr
MexPirate
DarkSbhxx

EvilWhiteDragon and StealthEye, can I suggest that you select one of you to be the official

candidate... you can debate everything amongst yourselves as you please, but just have one voice for it, not two.

That was what I was suggesting but ok

But if you really need one 1, then call me the official candidate, and I'll make sure StealthEye will get to see the discussions too

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Oblivion165](#) on Fri, 22 Jun 2007 15:23:36 GMT

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CarrierII wrote on Fri, 22 June 2007 05:08To the people who are helping oblivion's self esteem, I would like to remind you, you're off topic.

Take off the Carrier II mask mom! but you did notice that nothing was said right? I swear I'm on the ignore list.

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Zion](#) on Fri, 22 Jun 2007 15:32:03 GMT

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/ignore

Nah just kidding. You're too cool of a guy to ignore.

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [CarrierII](#) on Fri, 22 Jun 2007 16:38:30 GMT

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Oblivion165 wrote on Fri, 22 June 2007 10:23CarrierII wrote on Fri, 22 June 2007 05:08To the people who are helping oblivion's self esteem, I would like to remind you, you're off topic.

Take off the Carrier II mask mom! but you did notice that nothing was said right? I swear I'm on the ignore list.

I'm not your mum.

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Sir Kane](#) on Fri, 22 Jun 2007 18:20:49 GMT

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PriestofB!

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [trooprm02](#) on Fri, 22 Jun 2007 18:26:06 GMT

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Ive have a good general knowlegde about how the new ladder system should work, but spoony seems to have the same or similair ideas I wouldnt be able to add anything, but DONT pick some random WOL pub player, pick someone who knows what their doing and doesn't freuquent just 1 server

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [EvilWhiteDragon](#) on Fri, 22 Jun 2007 20:10:03 GMT

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trooprm02 wrote on Fri, 22 June 2007 20:26Ive have a good general knowlegde about how the new ladder system should work, but spoony seems to have the same or similair ideas I wouldnt be able to add anything, but DONT pick some random WOL pub player, pick someone who knows what their doing and doesn't freuquent just 1 server

Please, for the love of god, don't pick him >.> ANYONE but him

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [futura83](#) on Fri, 22 Jun 2007 20:11:34 GMT

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EvilWhiteDragon wrote on Fri, 22 June 2007 21:10trooprm02 wrote on Fri, 22 June 2007 20:26Ive have a good general knowlegde about how the new ladder system should work, but spoony seems to have the same or similair ideas I wouldnt be able to add anything, but DONT pick some random WOL pub player, pick someone who knows what their doing and doesn't freuquent just 1 server

Please, for the love of god, don't pick him >.> ANYONE but him

I concur.

My cat would be more useful...

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Carrierll](#) on Fri, 22 Jun 2007 20:14:40 GMT

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From what I've seen of Troop's posting, my dead hamsters would contribute more.

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [trooprm02](#) on Sat, 23 Jun 2007 00:02:46 GMT

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rofl, wow people who have no fucking idea how to EVEN play let alone how to setup a ladder that actually works are commenting who should be on it? what a joke, mexperate on the team and oblivian on the team? no offense but they both sucks some serious ass, get people who know how the play they 99% of the time tend to know how anything good works. Why doesnt everyone who doesn't play or is better at sucking dick go to that rather than continue to post here? im refering to people like jball, jonty, the17doctor, caveman etc, fucking idiots....

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Sn1per74*](#) on Sat, 23 Jun 2007 01:38:28 GMT

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Man, noone likes you here why do you even post? Mexperate and oblivian are way more helpful and probably 20X more smart than you are. And why would they pick you now after you act like a 2 year old kid when somebody says that you shouldn't be on the team? Go throw a temper tantrum somewhere else.

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Spoony](#) on Sat, 23 Jun 2007 07:57:02 GMT

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Not here and not now, thanks.

Anyone can nominate themselves. If you think they'll do a bad job, exercise the democratic right you'll be given - vote for somebody else.

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Crimson](#) on Sat, 23 Jun 2007 09:34:42 GMT

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Yeah, the point here is that this person will be chosen by the community with a democratic vote. Spoony and I have already chosen our definite members. The community is picking the 7th member.

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Oblivion165](#) on Sat, 23 Jun 2007 18:27:10 GMT

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trooprm02 wrote on Fri, 22 June 2007 20:02and oblivian on the team? no offense but they both

sucks some serious ass, get people who know how the play

When have you seen me play? I wouldn't say that I'm H.R Puff n' Stuff but I'm usually in the top 4 of a 16-24 player server. I don't do the "Renegade" style of play either.

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [trooprm02](#) on Sat, 23 Jun 2007 21:13:29 GMT

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again, everybody but oblivian took it personal? Wow, we got some smart kids here....

Although oblivian wouldn't be a bad choice, people like mexpirate, and etc on that list is a joke, you might as well get 0x90 or tsunami3 to help with the ladder because its more than just something you feel you can do, once done im sure it will be 100% permiant and I don't want to see it fucked over by retards. Even if I have a vote, crimson, spoony+his people, will be fine but what about everyone else? and there are TONS, and TONS of people who dont play this game or just suck ass who will vote for the people like mexpirate/alex etc for no other reason but they can

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Carrierll](#) on Sat, 23 Jun 2007 21:40:43 GMT

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trooprm02 wrote on Sat, 23 June 2007 16:13again, everybody but oblivian took it personal? Wow, we got some smart kids here....

Although oblivian wouldn't be a bad choice, people like mexpirate, and etc on that list is a joke, you might as well get 0x90 or tsunami3 to help with the ladder because its more than just something you feel you can do, once done im sure it will be 100% permiant and I don't want to see it fucked over by retards. Even if I have a vote, crimson, spoony+his people, will be fine but what about everyone else? and there are TONS, and TONS of people who dont play this game or just suck ass who will vote for the people like mexpirate/alex etc for no other reason but they can

Public opinion is against you, mostly because of what I underlined.

Now, would you PLEASE get back on topic. Trooprm02 has nominated himself for this, he has that right. Do as Spoony says, and use your right to vote against him.

Now get on topic.

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Spoony](#) on Sun, 24 Jun 2007 02:30:36 GMT

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Also remember the team will consist of seven, not just the one the community votes for. They'll have a important voice, but they can't just wave a magic wand and get ridiculous ideas implemented if Crimson, myself and the others oppose them.

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [trooprm02](#) on Sun, 24 Jun 2007 14:33:04 GMT

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I didnt nominate myself....I know that my viewpoint is not needed because spoony and his kids have the same sort of idea...im saying why don't the kids grow up and dont nominate themselves just because they can, because it won't be a surprise to me if 1 of them actually won because of the other kids who would vote for them, again just because they can. We will see who is right

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Spoony](#) on Sun, 24 Jun 2007 14:35:23 GMT

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trooprm02 wrote on Sun, 24 June 2007 09:33I didnt nominate myself....I know that my viewpoint is not needed because spoony and his kids have the same sort of idea...
...in the interest of keeping the thread positive, I'll restrain from responding to that.

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Dethdeath](#) on Sun, 24 Jun 2007 15:23:57 GMT

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I'm sure the ladder will be fine as long as there's some kind of way for the public to express their opinion about it.

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Spoony](#) on Sun, 24 Jun 2007 22:11:45 GMT

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Canadacdn
Oblivion165
WNxBombZU
Herr
MexPirate
DarkSbhxx

EvilWhiteDragon

Give it a few more days then we'll have a vote.

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [trooprm02](#) on Mon, 25 Jun 2007 00:37:12 GMT

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Well, if it has to be 1 of them, it would be Herr, then EWD, BUT none of them are good choices, Herr owns jelly 2 so we already know his opinion on the matter, and EWD, well he's not exactly the best player around. I suggest wyld1usa or someone like that who's been around a while and actually knows what he's doing

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Spoony](#) on Mon, 25 Jun 2007 00:59:03 GMT

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trooprm02 wrote on Sun, 24 June 2007 19:37: none of them are good choices, Herr owns jelly 2 so we already know his opinion on the matter ...?

trooprm02 wrote on Sun, 24 June 2007 19:37: and EWD, well he's not exactly the best player around.

You said I'm not exactly the best player around based on a series of games all of which I won and in which you banned me for cheating when I wasn't, so how about you don't try to be the judge of that?

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Goztow](#) on Mon, 25 Jun 2007 06:33:22 GMT

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Spoony wrote on Mon, 25 June 2007 02:59

trooprm02 wrote on Sun, 24 June 2007 19:37: and EWD, well he's not exactly the best player around.

You said I'm not exactly the best player around based on a series of games all of which I won and in which you banned me for cheating when I wasn't, so how about you don't try to be the judge of that?

At least EWD doesn't dodge...

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Crimson](#) on Mon, 25 Jun 2007 06:41:53 GMT

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Please remember that the ladder team will be attempting to decide which numbers are the best indicators of skill and weighting them accordingly, and also trying to figure out the best way to minimize the effects of people playing hundreds of games to place beyond their own skill level.

In theory, there shouldn't be any politics or agendas involved in this whole process, but I decided that we should form the team this way just to make sure that it doesn't happen. It has been asked of me to involve the community in large decisions and I believe that this is a good way to do it.

That said, can we PLEASE stay on topic? You will have the opportunity to argue about the candidates soon.

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [futura83](#) on Mon, 25 Jun 2007 09:12:11 GMT

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if the person you are looking for is just having to give suggestions to how you can improve the method of getting a number that can determine rank, i'd nominate myself...

edit: i've already come up with one formula that looks like it could show skill, teamwork, and doesnt guarantee someone who's played 1000s of games top-spot...

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [Crimson](#) on Mon, 25 Jun 2007 09:53:39 GMT

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Yes, THAT'S all we're looking for. I believe strongly that there are people with varying opinions on what denotes skill. Is it K/D ratio? Score? Points? Vehicles killed? What? We have to come to a consensus for the official (yes, official) ladder and Spooky and I are constructing what I feel (and as far as I know, he agrees) will be a group that will best represent the interests of the community, the whole Renegade community, and come up with something that will work.

And yes, we may have to tweak it. We may screw up the first time, or the 8th time, but we hope to get it right for you all, one way or another.

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [futura83](#) on Mon, 25 Jun 2007 10:49:23 GMT

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i have the formula stored as a text file on my linux installation.

Next time i reboot to it, ill show you it...

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [futura83](#) on Mon, 25 Jun 2007 10:52:50 GMT

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BTW, i'd suggest having recommendations and anti-recs on, but for someone to get one, a valide reason is needed as well as a team vote

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [futura83](#) on Mon, 25 Jun 2007 12:04:59 GMT

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ok, then, here is it:

$$(((TS + 2(TR)) / GP) * ((K + R) / (D + N))) * KDR$$

Toggle Spoiler

TS = Total Score

TR =Total repaired

GP = Games Played

K = Kills

D = Deaths

R = Recommendations

N = N00bs (Anti - Recommendations)

KDR = Kill/Death Ratio

This takes into account alot of things, and since it needs the average score per game, then someone who has player 1000 games only getting 50 points per game could be on the bottom, as opposed to someone who got 1000 points across 2 games (500 average) would likely be higher...

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [MexPirate](#) on Mon, 25 Jun 2007 12:13:19 GMT

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As I understand it there is already a representative from Jelly included in the existing 6? but there isn't anyone from BI?

Is that correct, if so that makes the vote pretty simple imo - seems that BI should be involved considering all the work they have been doing.

(Yes I know it's supposed to be individual views regardless of which communities/clans people come from but I can't help feeling that each person will carry views from the people they associate

with)

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [futura83](#) on Mon, 25 Jun 2007 12:15:10 GMT

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i think that instead of having the 7th member community elected, you ask for a wider range by just asking the community for their opinions on it, and people can give their opinions like i have been doing ()

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Goztow](#) on Mon, 25 Jun 2007 13:35:15 GMT

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That's one horrible formula there, Ancient...

For starters: I haven't known a single really decent player with a huge kdr because good players do suicide missions a lot (engineers vs tanks).

You're favorising bigger or marathon games because you're not taking in account the game time (obviously amount of points should be divided by game time and not by amount of games played).

Recs and n00bs are stored in a local database. an be abused.

...

OK, let's not stat this discussion here

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Herr](#) on Mon, 25 Jun 2007 15:50:58 GMT

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troopr02 wrote on Sun, 24 June 2007 19:37Herr owns jelly 2 so we already know his opinion on the matter

Huh? Lost me there.

Btw, I understand it will be based on votes? I don't think I'll get through considering I'm usually only active in server-owner and brenbot sections and the forum people do not really know me around here. But we'll see anyway.

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Crimson](#) on Mon, 25 Jun 2007 17:02:31 GMT

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The reason that we're not asking the community as a whole to discuss this is because it could easily go on for months with no resolution, more feelings hurt, more flame wars, more going off topic. 7 people who represent the community as a whole will be much easier to manage and listen to.

"Recs" and "n00bs" are not an option here because they are a feature of a bot, not the FDS software itself.

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [futura83](#) on Mon, 25 Jun 2007 17:26:58 GMT

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Crimson wrote on Mon, 25 June 2007 18:02The reason that we're not asking the community as a whole to discuss this is because it could easily go on for months with no resolution, more feelings hurt, more flame wars, more going off topic. 7 people who represent the community as a whole will be much easier to manage and listen to.

"Recs" and "n00bs" are not an option here because they are a feature of a bot, not the FDS software itself.

When you put it like that...

I nominate myself!

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Spoony](#) on Mon, 25 Jun 2007 18:24:35 GMT

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so noted. Are you known better by any other name, because forgive me if I don't recognise "Ancient_and_forever"

How about this:

Once we have the team decided, we'll no doubt have a forum section devoted to the ladder. The community as a whole can make whatever suggestions they feel like there, but the team of 7 decides if and how to implement them...?

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [futura83](#) on Mon, 25 Jun 2007 18:36:59 GMT

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i used to be called 'the17doctor' before the alias feature was introduced

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [trooprm02](#) on Mon, 25 Jun 2007 19:40:17 GMT

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agian, nothing agianst herr, but he is the most likely to be biased, and if im right is saying so he thinks the current ladder system is setup fine so bigger player servers give out more points? thats the thing, hes FROM jelly and its in their best intrests to keep the system as closely the same as possible to the current WOL one, so he has the biggest chance out of everyone to have some bias. And that the17doctor guy, sure he can up with some kind of random formula, but having the idea isnt what matters, it having the gameplay experience and know what works how to actually get a relible and fair system up and running

with that said, cant wait to argue over the candidates..

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [futura83](#) on Mon, 25 Jun 2007 19:52:58 GMT

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all in favour of keeping troop out of this topic?

Aye!

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Sn1per74*](#) on Mon, 25 Jun 2007 19:54:27 GMT

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Stop talking. We're not voting yet. You don't see any other bad sports talking bad about you, so why do you talk bad about other people?

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [futura83](#) on Mon, 25 Jun 2007 20:06:03 GMT

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Sn1per74* wrote on Mon, 25 June 2007 20:54Stop talking. We're not voting yet. You don't see any other bad sports talking bad about you, so why do you talk bad about other people?

i assume you mean me?

COs if you do, re-read troop's post...

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [EvilWhiteDragon](#) on Mon, 25 Jun 2007 20:11:33 GMT

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trooprm02 wrote on Mon, 25 June 2007 21:40agian, nothing agianst herr, but he is the most likely to be biased, and if im right is saying so he thinks the current ladder system is setup fine so bigger player servers give out more points? thats the thing, hes FROM jelly and its in their best intrests to keep the system as closely the same as possible to the current WOL one, so he has the biggest chance out of everyone to have some bias. And that the17doctor guy, sure he can up with some kind of random formula, but having the idea isnt what matters, it having the gameplay experience and know what works how to actually get a relible and fair system up and running

with that said, cant wait to argue over the candidates..

Well, you don't have any game experience either, seeing how you dodge and let your clanmates cheat. Or was that you cheating :/?

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [futura83](#) on Mon, 25 Jun 2007 20:12:29 GMT

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EvilWhiteDragon wrote on Mon, 25 June 2007 21:11trooprm02 wrote on Mon, 25 June 2007 21:40agian, nothing agianst herr, but he is the most likely to be biased, and if im right is saying so he thinks the current ladder system is setup fine so bigger player servers give out more points? thats the thing, hes FROM jelly and its in their best intrests to keep the system as closely the same as possible to the current WOL one, so he has the biggest chance out of everyone to have some bias. And that the17doctor guy, sure he can up with some kind of random formula, but having the idea isnt what matters, it having the gameplay experience and know what works how to actually get a relible and fair system up and running

with that said, cant wait to argue over the candidates..

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hmm...i'd expect it to be both

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [trooprm02](#) on Mon, 25 Jun 2007 20:15:01 GMT

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EvilWhiteDragon wrote on Mon, 25 June 2007 14:11trooprm02 wrote on Mon, 25 June 2007 21:40agian, nothing agianst herr, but he is the most likely to be biased, and if im right is saying so he thinks the current ladder system is setup fine so bigger player servers give out more points? thats the thing, hes FROM jelly and its in their best intrests to keep the system as closely the same as possible to the current WOL one, so he has the biggest chance out of everyone to have some bias. And that the17doctor guy, sure he can up with some kind of random formula, but having the idea isnt what matters, it having the gameplay experience and know what works how to actually get a relible and fair system up and running

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you have no idea what so ever about a single thing you just said, you also just made yourself look like an idiot who can't even read so im wont bother typing if you cant even read shitall

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [futura83](#) on Mon, 25 Jun 2007 20:20:51 GMT

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trooprm02 wrote on Mon, 25 June 2007 21:15EvilWhiteDragon wrote on Mon, 25 June 2007 14:11trooprm02 wrote on Mon, 25 June 2007 21:40agian, nothing agianst herr, but he is the most likely to be biased, and if im right is saying so he thinks the current ladder system is setup fine so bigger player servers give out more points? thats the thing, hes FROM jelly and its in their best intrests to keep the system as closely the same as possible to the current WOL one, so he has the biggest chance out of everyone to have some bias. And that the17doctor guy, sure he can up with some kind of random formula, but having the idea isnt what matters, it having the gameplay experience and know what works how to actually get a relible and fair system up and running

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you can't even begin trying to make someone look like an idiot here.

You created a thread in the debates section that owned yourself cos you asked about a

non-existent thread, making you look like a total idiot.

Now get back on topic!

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [EvilWhiteDragon](#) on Mon, 25 Jun 2007 20:24:28 GMT

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trooprm02 wrote on Mon, 25 June 2007 22:15 EvilWhiteDragon wrote on Mon, 25 June 2007 14:11 trooprm02 wrote on Mon, 25 June 2007 21:40 agian, nothing agianst herr, but he is the most likely to be biased, and if im right is saying so he thinks the current ladder system is setup fine so bigger player servers give out more points? thats the thing, hes FROM jelly and its in their best intrests to keep the system as closely the same as possible to the current WOL one, so he has the biggest chance out of everyone to have some bias. And that the17doctor guy, sure he can up with some kind of random formula, but having the idea isnt what matters, it having the gameplay experience and know what works how to actually get a relible and fair system up and running

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[14/04/07 16:00:33] Weapon not available.
[14/04/07 16:00:33]
[14/04/07 16:00:33] Name: trooprm25
[14/04/07 16:00:33] SessionTime: 88.724075
[14/04/07 16:00:33] IP: 24.107.227.173
[14/04/07 16:00:33] Ping: 178
[14/04/07 16:00:33]
[14/04/07 16:00:33] Damage: 100.000000
[14/04/07 16:00:33] Warhead: 3
[14/04/07 16:00:33] Distance: 70.206299
[14/04/07 16:00:33]
[14/04/07 16:00:33] BIATCH version: 1.0 RC 2, built on Apr 13 2007 at 15:49:48
[14/04/07 16:00:33] IsAutoBanEnabled: 1
[14/04/07 16:00:33]
[14/04/07 16:00:33] Owned ammo types:
[14/04/07 16:00:33] - Ammo_MineTimed_Player, never selected before
[14/04/07 16:00:33] - Ammo_Pistol_Player, currently selected
[14/04/07 16:00:33] - Ammo_AutoRifle_Player, last selected 81781 ms ago
[14/04/07 16:00:33] - Ammo_RepairGun_Player, last selected 79953 ms ago
[14/04/07 16:00:33] - Ammo_MineRemote_Player, never selected before
[14/04/07 16:00:33] - Ammo_GrenadeLauncher_Player, last selected 22875 ms ago

Now unless you are going to claim that you know BIATCH better then me, here is your clanmate/you cheating.

And seeing the amount of posts saying you dodged, I'm sure you did that often enough. Also, calling someone names doesn't really show any signs of maturity, something that would come in handy with something like this.

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [trooprm02](#) on Mon, 25 Jun 2007 22:20:23 GMT

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um, heres a lil fun fact:

<http://trpmclan.110mb.com/members.html>

^explain to me why we dont even have a rm24? The only fucking time people used cheats in my clan they got instate banned for ever, unlike bbf and the other clans, if your suggesting I support cheaters, you seriously must be fucking retarded. trooprm25 is not my problem, he in not even IN the clan, wannabe..

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [Dave](#) on Mon, 25 Jun 2007 22:36:47 GMT

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Ugh we arent here to fight, we are here to make ren better qua ladder system etc. Stop bitching

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [Goztow](#) on Tue, 26 Jun 2007 06:40:09 GMT

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That link is dead...

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [Spoony](#) on Tue, 26 Jun 2007 08:05:26 GMT

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trooprm02 wrote on Mon, 25 June 2007 14:40agian, nothing agianst herr, but he is the most likely to be biased, and if im right is saying so he thinks the current ladder system is setup fine so bigger player servers give out more points? thats the thing, hes FROM jelly and its in their best intrests to keep the system as closely the same as possible to the current WOL one, so he has the biggest chance out of everyone to have some bias.

That's a ridiculous theory. I could show you some MSN conversations which completely contradict it, but I honestly can't be bothered spending the 2 minutes it would take.

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [MexPirate](#) on Tue, 26 Jun 2007 09:32:25 GMT
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MexPirate wrote on Mon, 25 June 2007 07:13As I understand it there is already a representative from Jelly included in the existing 6? but there isn't anyone from BI?

Is that correct, if so that makes the vote pretty simple imo - seems that BI should be involved considering all the work they have been doing.

(Yes I know it's supposed to be individual views regardless of which communities/clans people come from but I can't help feeling that each person will carry views from the people they associate with)

Was hoping for a response to the questions at the top - personally I won't vote for any representative of a community that already has a member on the team.

Will the existing 6 be announced soon? guess when the voting commences?

Subject: Re: We seek a person to assist us with Renegade's ladder
Posted by [Spoony](#) on Tue, 26 Jun 2007 12:17:47 GMT
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MexPirate wrote on Tue, 26 June 2007 04:32MexPirate wrote on Mon, 25 June 2007 07:13As I understand it there is already a representative from Jelly included in the existing 6? but there isn't anyone from BI?

Is that correct, if so that makes the vote pretty simple imo - seems that BI should be involved considering all the work they have been doing.

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Was hoping for a response to the questions at the top - personally I won't vote for any representative of a community that already has a member on the team.

Will the existing 6 be announced soon? guess when the voting commences?

One of my two choices is Jelly without a doubt, the other is likely to be Olddust.

Subject: Re: We seek a person to assist us with Renegade's ladder

Posted by [Crimson](#) on Tue, 26 Jun 2007 12:26:14 GMT

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My choices are spotelmo (who is not active here, but he is someone that I have been playing with since the beta test and I have a great deal of respect for. He is an active member and admin at n00bstories) and Blazer. I haven't got a straight answer from Blazer as to whether he wants to be a voting member of the team, but if he declines, I will be selecting StealthEye of BlackIntel instead.
