Subject: Re: unable to connect to westwood on line
Posted by IcyyTouch on Mon, 04 Sep 2006 06:06:54 GMT

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Crimson wrote on Sun, 03 September 2006 18:34
3) Revitalize the public ladder to something really cool that's a better indicator of skill.
I've been poking at that for years now.. there's just no way to do that based off the current point system. Calculating purely off of kills, vehicle kills or base destruction doesn't work either because it doesn't take into account the team players that do the "little things."

One idea I have played around with is calculating the top 5%-10% of the player ranks in the server on each side and coming out with an average rank between those players, then use the old formula Westwood used for the RTS games to award ladder points. Then you have to figure out how to award and subtract ladder points fairly for all players on the team, which goes back to the flawed point system.

I'm interested to know if you've come up with anything.