Subject: Re: ~!St0rm Extereame Co-Op!~Server SUCKS

Posted by IronWarrior on Wed, 28 Mar 2007 13:43:18 GMT

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Reborn wrote on Fri, 23 March 2007 14:09IWarriors wrote on Sun, 11 March 2007 20:11TGPaddy wrote on Sun, 11 March 2007 02:28I think Co-Op suxX, Co-Op destroy the laddersystem (in WOL not XWISC)

No it does not.

Well.. actually it did. lol.

MP was running the first co-op servers and stacking everyone on GDI with it in laddered mode. When the server was full with 40 players the server calculated the points for a 80 player server, seeing as the server just doubles the player count of the larger team to work out points.
Then because it was so easy to pwn the bots, spam kills and whore points, after a 1 hour map the points given where fucking huge, and your k/d was awesome.
And the best part about it was you never actually lost, it was impossible to lose really, the map didnt end untill you won against the bots, or after a long time period.
So if you joind the server and played all day you could get an ownage rank really easily, it did to be honest destroy the WOL ladder.

Actually people were so pissed off after a while people started dossing the server and udp flooding it. As soon as we made it un-laddered they stopped.

I remeber thinking at the time, it's funny how everyone used to say "rank doesnt matter", but as soon as MP coop started messing with the ranks (not deliberately) they went so far as to actually doss us.

Well how you know it wasnt meant to be like that? coop was one of the official gaming modes for the game.