
Subject: Re: An opinion piece - in regard to the public-server ladder
Posted by [Crimson](#) on Fri, 04 May 2007 21:08:59 GMT

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I can't disagree with this. Implementing either method, however... becomes tricky. :\ I would prefer that if you team change on a particular map, you should be disqualified from earning or losing ladder points for that map. That's how most games work.

But to implement such a feature would involve an FDS change to send a ladder point score of 0 for players who changed teams.
