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Subject: Re: An opinion piece - in regard to the public-server ladder

Posted by [i0ncl0ud9](#) on Fri, 04 May 2007 22:11:59 GMT

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Crimson wrote on Fri, 04 May 2007 17:08I 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.

That would be good but a problem with that would be if someone on a losing team decided to change over to the winning team at the end of a map... They wouldn't lose any ladder.

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