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Subject: Re: Fixing... Points?

Posted by [Crimson](#) on Sat, 30 Aug 2008 12:04:00 GMT

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RoShamBo wrote on Fri, 29 August 2008 15:34Crimson wrote on Fri, 29 August 2008 10:14RoShamBo wrote on Thu, 28 August 2008 23:04Crimson wrote on Fri, 29 August 2008 01:50Apparently there is a "skill" metric hidden in the code for Renegade that only RoShamBo knows about.

Since when did WW/EA hand over the source to you?

I never said they did...

I never said anything about the original Renegade code, I specifically said "Your code".

Don't be so quick to jump on the bandwagon just because you have some sort of a grudge against me. All I did was voice my opinion.

Well, as someone who has dabbled in programming, you should understand that there is special number hidden someone that equals skill. A mathematical formula must be devised to use actual, usable figures such as whether or not the player was on the winning team, their points, their kills, their deaths, their building damage, repair damage, etc must be meshed together into an reasonably-agreeable "skill" measurement to determine who was actually the best player for the month.

You can't just throw a random "well make your formula do that" and expect us to try and figure out what the fuck that actually means.

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