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Subject: Re: beta test TT patch

Posted by [Spoony](#) on Thu, 17 Dec 2009 01:33:19 GMT

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HaTe wrote on Wed, 16 December 2009 18:44: And Spoony, did the ladder system ever really have a meaning?

no, and the fact you could get points for absolutely no reason and the fact the wrong team won a lot of the time was a huge part of why.

i've drawn up a system to make the public-server ladder worth something, just waiting for it to be implemented. and i've already done so with the clan ladder, as you know.

Quote: Not to mention that some of the other things you mentioned still exist..  
go on?

Quote: I'm willing to adopt to whatever changes are made, but i would also prefer less major impact changes, so i do not have to adapt as much.

it doesn't take much work to "adapt" to the original renegade points and economy system, you just need to remember to actually do damage instead of shooting things ineffectually.

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