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Subject: Re: BHS Ladder

Posted by [EvilWhiteDragon](#) on Mon, 01 Nov 2010 09:23:54 GMT

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Crimson wrote on Mon, 01 November 2010 01:44EvilWhiteDragon wrote on Sun, 31 October 2010 11:58Crimson wrote on Sun, 31 October 2010 18:09That's pretty much what I am doing. Except that I suggested weighting the servers instead of just banning ones that don't match "pure" Renegade. It's fairly simple logic that certain server settings skew results and make your points less and less reliant on skill.

Settings such as weapons drop don't make much of an impact, while settings like using the broken points system have a huge impact.

A database will have to be maintained with the server settings for each server and the reported settings will be public so that if you are aware of a server lying about a setting, you can report them and we can moderate.

Or we just send that information along with the results?

It could be done once all servers are running our patch but right now it's prone to tampering. And how long do you suspect it will take to get servers to run TT if they need it to join the ladder Also, having a separate database is way more prone to (unintentional!) tampering. I mean, if I would change one setting on the server, I might not think of the effects that has on the ladder db.

I think that there are reasons not to do it automatically, but it's certainly not more prone to tampering. Maybe just as prone.

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