
Subject: Ladder formula?

Posted by [ghostSWT](#) on Sun, 04 Jul 2004 22:33:07 GMT

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Any one know the way the ladder points are given after the end of a game? Is there a formula 4 it? How long can you be in a game, lose and still get 0 ladder points? I keep seeing players with less game points then someone else get more ladder points then them. prime exemple was the last game i played.

```
.....kills.....buldings.....deaths.....time....game-pnts....ladder-pnts
#1 me.....6.....0.....2.....7:06.....1371.....91
#2 him....10.....1.....1.....5:43.....1708.....84
```

my rank at the time was 500(somthing) his was 800(something). that game, he had everything better then me k/d, points earned, less time played, killed a bulding....

how/why in the hell did i get more ladder points then him?

Subject: Ladder formula?

Posted by [flyingfox](#) on Sun, 04 Jul 2004 22:36:12 GMT

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Dunno maybe the renegade readme where you can find out, but this little passage just popped out of nowhere on my screen, coincidentally as I was reading this topic.

Quote:5.0. Westwood Online Ladder Scoring System

other ladderred games played on Westwood Online. The ladder system utilizes a team based scoring algorithm (since C&C mode is a team game) and it rewards players who play as a team, and who mix a variety of tactics into their play styles.

Here's an overview of the scoring system:

1. Nobody on the winning team will ever lose points in game (the minimum they can get is 0 points).
2. Nobody on the losing team will ever gain points in a game (the max they can get is 0 points).
3. On the winning team, the players are sorted in order of the number of points they achieved in the game, then the lowest scoring player is awarded 0 points, the second lowest player 1 point, then 3, 6, 10, 15 points and so on.
4. On the losing team, the players are sorted in order of the number of points they achieved in the game, then the best player is awarded 0 points, the next best -1 points, then -3, -6, -10, -15 and so on.
5. Once these ladder deltas have been calculated, they are scaled by the amount of time you

played in the game, so for a 20 minute game where you played for 10 minutes, you get POINTS x 10/20.

6. The resultant number is then added onto your ladder points to determine your new ladder rank.

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Posted by [SuperFlyingEngi](#) on Sun, 04 Jul 2004 22:36:36 GMT

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The ladder is too stupid and doesn't do anything right. Plus, it doesn't showcase real talent at all. My advice - don't listen to anything the ladder says.

Subject: Ladder formula?

Posted by [ghostSWT](#) on Sun, 04 Jul 2004 23:08:52 GMT

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flyingfox5. Once these ladder deltas have been calculated, they are scaled by the amount of time you played in the game, so for a 20 minute game where you played for 10 minutes, you get POINTS x 10/20.

I didn't know the ladder is that skewed up. If you are on a winning team you get penalized 4 not playing a full game. But it is a good idea 4 the losing team...

Subject: Ladder formula?

Posted by [icedog90](#) on Sun, 04 Jul 2004 23:59:52 GMT

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If you join in the middle of the game, and you have more points than the person who was playing longer than you, you don't get MVP. That's how the Renegade ladder system works.

Subject: Ladder formula?

Posted by [prox](#) on Mon, 05 Jul 2004 03:12:59 GMT

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icedog90 If you join in the middle of the game, and you have more points than the person who was playing longer than you, you don't get MVP. That's how the Renegade ladder system works.

Actually, you DO get MVP, you just don't get as many points as the guy who was there before you.

Subject: Ladder formula?

Posted by [Uberfahr](#) on Mon, 05 Jul 2004 13:31:39 GMT

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if you stay under 2 minutes in game, your stats are not recorded, so you get 0 points (no matter on what team). That maybe answers one of your questions.

Subject: Ladder formula?

Posted by [Homey](#) on Mon, 05 Jul 2004 19:08:06 GMT

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If your in 2min or less you don't count as a player total

1 player. 0 ladder

2 - 1

3 - 3

4 - 6

5 - 10

6 - 15

7 - 21

8 - 28

9 - 36

10 - 45

and so on, ive seen over 4000 ladder pts before so ...
