Subject: WS Old Rank system
Posted by joaorp on Mon, 26 Feb 2007 00:18:31 GMT
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Hello everyone,

It's been a while...

I was wondering if anyone knows the old formula used to generate the ladder points used in the WS Rank system.

I remember it had to do with players in game, time played, rank of the players in game...

If anyone has the actualy formula it would be really nice.

Thanks in advance.

Subject: Re: WS Old Rank system
Posted by CarrierII on Mon, 26 Feb 2007 09:18:59 GMT
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It's in the readme of the server, I think. I'll dig it out when I get home.

Subject: Re: WS Old Rank system
Posted by Goztow on Mon, 26 Feb 2007 09:25:16 GMT
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Maybe this helps: http://www.renegadecommunity.com/page.php?link=tourn_help#help

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Subject: Re: WS Old Rank system
Posted by joaorp on Mon, 26 Feb 2007 19:08:02 GMT
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CarrierII wrote on Mon, 26 February 2007 04:18It's in the readme of the server, I think. I'll dig it out when I get home.

I'd appreaciate it!

Goztow wrote on Mon, 26 February 2007 04:25Maybe this helps:
http://www.renegadecommunity.com/page.php?link=tourn_help#help

Thanks, but I didn't manage to find anything related to the ladder, that seems to new news I'm looking for the old one.

Subject: Re: WS Old Rank system
Posted by joaorp on Tue, 27 Feb 2007 19:21:11 GMT
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bumb

Subject: Re: WS Old Rank system
Posted by light on Tue, 27 Feb 2007 19:41:38 GMT
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Quote:5.0. Westwood Online Ladder Scoring System

Renegade features a "ladder" system which is used to rank all Quick Match games, and all other laddered 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.
Renegade Client Readme.txt

Subject: Re: WS Old Rank system
Posted by joaorp on Wed, 28 Feb 2007 03:43:01 GMT
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Thanks alot mate