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Subject: Renegade Ladder update  
Posted by [Blazer](#) on Mon, 26 Feb 2007 19:02:18 GMT  
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Last night I successfully got in-game ranks working (the ladder rank that is displayed in the tab-score list when you are playing in a ladder server).

The successful test was just the culmination of figuring out the ladder protocol (as usual, it was coded strangely), and emulating it well enough that the FDS's would accept the data. Lots of packet capture and testing was involved (enough that I had to go to work today without any sleep).

So, heres how it works, basically.

The FDS (normally) periodically queries [renchat2.westwood.com](http://renchat2.westwood.com) for the ladder rank of everyone currently playing on the server. This data is transmitted to the game clients, and is displayed when you view the full expanded score list (by pressing tab multiple times).

Also, the FDS sends ladder data at the end of every map to the ladder server (which is also on [renchat2](http://renchat2.westwood.com), but on a different port).

Recently, most server owners pointed [renchat2.westwood.com](http://renchat2.westwood.com) (via hosts file) to one of the BHS servers. So all of those FDS's are reporting their ladder data to the BHS server. Silent Kane and Crimson worked on creating a LadderServ app that accepts the end-game ladder data, and stores it into a MySQL database. This database is what is being queried when you view <http://renladder.blackhand-studios.net/>

So there are 2 parts to the Ladder Server

1. The part that listens for the FDS endgame data, and stores it in the database
2. The part that listens for laddery queries from FDS's and clients, and responds with the ladder data for that user(s)

#1 has been working great for some time. #2 is what I got working this morning. My implementation was in Perl, and while we could technically use it as-is, most likely Silent Kane will properly add its functionality to his already existing ladderserv.

So, just wanted to let everyone know, that the Renegade ladder will soon be fully functional (as functional as it used to be when Westwood was still in operation anyway)!

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Subject: Re: Renegade Ladder update  
Posted by [Spoony](#) on Mon, 26 Feb 2007 19:12:54 GMT  
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Sounds good.

Someone (Crimson IIRC) mentioned a team of a dozen or so people who would work on the ladder formula, rules etc. Have those people been selected, because I do have quite a few suggestions to offer.

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Subject: Re: Renegade Ladder update  
Posted by [Blazer](#) on Mon, 26 Feb 2007 19:17:29 GMT  
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Yeah once the ladderserv is fully working and stable, it will be time to decide how to tweak the ladder formula. As far as I know the selection process hasn't begun yet, and I don't know what form it will take, I assume it will be a sub-forum. Hopefully Crimson can create different versions of the ladder, each using a suggested formula, so they can be easily seen what effect it has and compared to each other, but thats just my idea

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Subject: Re: Renegade Ladder update  
Posted by [Renx](#) on Mon, 26 Feb 2007 19:58:02 GMT  
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Creating several different ladders with the endgame data is a great idea to see which ladder works best.

The team should brainstorm for a list of candidate formulas to use for the ladders, then perhaps hold a community vote to see which is the most accepted.

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Subject: Re: Renegade Ladder update  
Posted by [Crimson](#) on Mon, 26 Feb 2007 20:55:58 GMT  
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I will not have the time to get this group together until after RenGuard 1.032 is launched.

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Subject: Re: Renegade Ladder update  
Posted by [Carrierll](#) on Tue, 27 Feb 2007 19:10:09 GMT  
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Yay, ladder!

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Subject: Re: Renegade Ladder update  
Posted by [trooprm02](#) on Wed, 28 Feb 2007 20:31:09 GMT  
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Wow, big news glad to see everything finally comming together

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Subject: Re: Renegade Ladder update

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Posted by [JPNOD](#) on Thu, 01 Mar 2007 20:48:02 GMT

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Excellent, if this and Renguard are complete you guys already did the impossible.

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