
Subject: Ranks Plugin Questions
Posted by [Creed3020](#) on Sat, 19 Apr 2008 20:30:29 GMT
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This is mainly directed a danpaul:

I recently contacted you about changing the update message for the ranks plugin which works well, as a result of this we have noticed that ranks plugin updates the ladder after every map. Is there a way to control this update frequency?

Currently the minimum score cutoff for the ladder doesn't seem to be working. For example, our web ladder is showing everyone. The code currently looks like this below.<!--Minimum score players must have before they are

```
ranked. Players with less than this will be ignored. -->  
<cvar name="rankingMinScore" value="1000"/>
```

Any help is appreciated!

Subject: Re: Ranks Plugin Questions
Posted by [Goztow](#) on Sat, 19 Apr 2008 20:38:03 GMT
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Is that the old html output or a php based output page?

Edit: nvm, just saw u used hex's php output code. U'll have to talk with him .

Subject: Re: Ranks Plugin Questions
Posted by [Creed3020](#) on Sat, 19 Apr 2008 22:04:36 GMT
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Goztow wrote on Sat, 19 April 2008 16:38Is that the old html output or a php based output page?

Edit: nvm, just saw u used hex's php output code. U'll have to talk with him .

You are correct on the output type. We use a .txt file which gets updated to a SQL database. I haven't played with the new sql dump feature yet though. Sticking to what works for now.

I am curious if the minimum score clause is more to do with the plugin rather than the web output.

Subject: Re: Ranks Plugin Questions
Posted by [danpaul88](#) on Sat, 19 Apr 2008 23:45:31 GMT
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The minimum score is the minimum score you have to achieve INGAME to receive any ranking points for that game, it was designed to prevent players losing points on the avg score / kills /

deaths per game when they only joined just as the game ended, which would give them +1 game with no or little score.

By setting it to 1000 you are preventing any player scoring less than 1000 in a single game from receiving any rank points for that game. Perhaps the comment is a bit ambiguous though, as it does not explain that very clearly.

As for updating after every game... it's only an FTP upload of a txt file, it hardly takes a lot of bandwidth, but you could modify the code to include a counter that counts up to x before uploading and then resets to 0, being incremented after every map ends.

Subject: Re: Ranks Plugin Questions
Posted by [Goztow](#) on Sun, 20 Apr 2008 08:06:47 GMT
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If it's just a mysql query, then that shouldn't be too hard to change it to suit your needs.
