
Subject: Ladder

Posted by [jnz](#) on Wed, 20 Aug 2008 18:50:27 GMT

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How is the global ladder going to be moderated? With, let's say "!giveme1000points", people would get to the top of it in no time. How are you going to test each server to see if it has any mods? Where is the line drawn to say which mods are allowed? Who is the person who dictates that?

Subject: Re: Ladder

Posted by [Ghostshaw](#) on Thu, 21 Aug 2008 08:40:54 GMT

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A while ago there had been elected/formed a ladder commissions thingy of sorts, I suppose that should be revived and they should regulate it.

Subject: Re: Ladder

Posted by [jnz](#) on Thu, 21 Aug 2008 11:35:05 GMT

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So server owners would have to "apply" to be on the ladder?

Subject: Re: Ladder

Posted by [StealthEye](#) on Thu, 21 Aug 2008 11:52:56 GMT

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A command to set your score is useless even with the current system. Try it. You'll see that everyone always gets the same amount of ladder points if the player count is the same, even if you multiply all points by 99999.

The current way is working something like this:

- players who have been ingame < 2 min get 0 points.
- for the winning team, give 1 point to the player who has the lowest amount of points. 3 to the next, 5 after, etc. (Don't remember the exact formula, but it's similar to this)
- for the losing team, do the opposite. -1 for the best, -3 for the next best, etc.
- Players that have left the game are still ladderred, they just do not show up in the listings. This is why there are "gaps" in the awarded ladder points.

It's clearly flawed, giving a lot of points to big servers/servers where a lot of people join, play for >2min, leave and others join. These are marathon (long games, more players leaving/joining), coop (only a winning team, long games, more players leaving/joining since the game doesn't end if it's empty as well).

The ladder team was trying to get a better formula anyway though, so until it's done it's unsure whether moderation of this kind is really needed.

Subject: Re: Ladder
Posted by [jnz](#) on Thu, 21 Aug 2008 12:04:33 GMT
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I see, but even then, the ladder points are manipuable through code. Unless you're replacing the whole ladder system?

Subject: Re: Ladder
Posted by [trooprm02](#) on Thu, 21 Aug 2008 14:23:47 GMT
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StealthEye wrote on Thu, 21 August 2008 06:52
- for the losing team, do the opposite. -1 for the best, -3 for the next best, etc.

Doesn't the person with the most amount of points on the losing team just get 0? Or has this been changed?

Subject: Re: Ladder
Posted by [karmai](#) on Thu, 21 Aug 2008 14:32:28 GMT
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meh, public server ladders are generally useless.

even when the WOL ladder worked, all you had to do to get to first place was play lots and seriously sit there whoring a building all game to make sure you got the most ladder points.. absolutly retarded

IMO just leave it to where each server has its own ladder, and clanwars.cc is working perfectly fine as a clan ladder

Subject: Re: Ladder
Posted by [EvilWhiteDragon](#) on Thu, 21 Aug 2008 22:19:12 GMT
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Better way was to get a APC and shoot tanks all day on a non pointfixed server....

Subject: Re: Ladder

Posted by [StealthEye](#) on Fri, 22 Aug 2008 00:05:43 GMT

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Like I said I did not remember the exact formula. At least Stewie remembered me it was $i*(i+1)/2 = 0, 1, 3, 6, 10, 15, 21, 28, \text{etc.}$ I think it indeed starts at 0 as well.

Subject: Re: Ladder

Posted by [gkl21](#) on Fri, 22 Aug 2008 01:39:32 GMT

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Westwood Ladder

5.0. Westwood Online Ladder Scoring System

Renegade features a "ladder" system which is used to rank all Quick Match games, and all other ladder 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.
-

Subject: Re: Ladder

Posted by [karmai](#) on Fri, 22 Aug 2008 05:04:43 GMT

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EvilWhiteDragon wrote on Thu, 21 August 2008 18:19karmai wrote on Thu, 21 August 2008 16:32meh, public server ladders are generally useless.

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tbh if you have good aim with an art/med (on non flying maps atleast) or have a good apachee/orca on flying maps, you're going to rack up way more points using a tank/flyer... everytime

Subject: Re: Ladder

Posted by [_SSnipe_](#) on Fri, 22 Aug 2008 05:19:08 GMT

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which is why there fixing it

Hows the point fixing going towrds repairing?

Subject: Re: Ladder
Posted by [Goztow](#) on Fri, 22 Aug 2008 06:16:13 GMT
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Repairing is not influenced by point fix. That is: not directly ofcourse. As other things will give you less points, repairing will be rewarded more in comparison to the rest.
