Subject: Re: RenLadder updates
Posted by Crimson on Sun, 10 Oct 2010 07:33:23 GMT
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It's not really a good idea. It destroys the whole spirit of the ladder.

Spoony and I had discussed at one point an idea I had to "weight" the server settings. Such as, start credits greater than 0 gives you a percentage penalty for each credit you start with. And other server settings would have other penalties. The baseline being vanilla Renegade with 0 start credits, no donations ever, and no modifications that change the game such as vehicle shells, weapon drop, etc. Servers that get 100% weight must also use the correct points system (fixed by BI) and a penalty would be given for using the original broken system.