Crimson wrote on Sun, 31 October 2010 18:09That's pretty much what I am doing. Except that I suggested weighting the servers instead of just banning ones that don't match "pure" Renegade. It's fairly simple logic that certain server settings skew results and make your points less and less reliant on skill.

Settings such as weapons drop don't make much of an impact, while settings like using the broken points system have a huge impact.

A database will have to be maintained with the server settings for each server and the reported settings will be public so that if you are aware of a server lying about a setting, you can report them and we can moderate.
Or we just send that information along with the results?