Subject: Walljumps & etc.
Posted by Protoberance on Sun, 02 May 2004 03:25:03 GMT
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Atm it`s possible to jump over walls when you have 2 players in under a second. This is very unfair in maps like Field if you jump over the wall @ gdi tib ref. With the same procedure you can also jump onto the refinery and plant your beacon there. It should be very easy to fix this "bug"

Subject: Walljumps & etc.
Posted by Deathgod on Sun, 02 May 2004 07:44:10 GMT
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You don't even need a person to help you jump into the Nod refinery, is that a bug or is that OK? What about tunnel beaconing? What about the infinite ammo for snipers by the waterfall?

Subject: Walljumps & etc.
Posted by Homey on Sun, 02 May 2004 14:19:43 GMT
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Its very hard to ref hop as GDI on field unless the sfps is under 30. Its almost like ob walking for sfps

Subject: Walljumps & etc.
Posted by Protoberance on Sun, 02 May 2004 14:20:34 GMT
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The bug is simply a too low placed invisible border that normaly prevents jumping over walls or buildings to places which you are not supposed to reach this way. If this border is placed higher this kind of walljump wont be possible to do any more.
I tried to jump into the nod tib ref in single player. There it doesnt work so i think its the fault of lag.

Subject: Walljumps & etc.
Posted by Homey on Sun, 02 May 2004 17:07:46 GMT
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Its the fault of sfps, I can only do it in my own server if my fps is sub 30. Taking away nods ability to ref hop is gay since gdi can still sacrifice or obwalk..

Subject: Walljumps & etc.
Posted by zunnie on Sun, 02 May 2004 17:30:38 GMT

Its allowed on our servers to jump over walls with infantry, but not with tanks.

[zunnie]

Subject: Walljumps & etc.
Posted by htmlgod on Sun, 02 May 2004 20:50:20 GMT

You could just mine the back entrance to the refinery, or the rocks, or the whole tunnel. Walljumping with infantry isn't that much of a problem, except in clan games, because its not often in AOW that you find someone willing to sacrifice their life so that you can get 500 points or so. Besides, its only a problem that exists on like one or two maps.

Subject: Walljumps & etc.
Posted by Deathgod on Sun, 02 May 2004 21:32:38 GMT

If they're going to fix that they should fix the ability of people to teamjump onto the top of buildings on the non-flying maps as well.

Subject: Walljumps & etc.
Posted by zunnie on Sun, 02 May 2004 23:10:09 GMT

In clangames it is also allowed our servers that is.
Lol i dont see why it shouldnt be.
Its just a nice trick and its easy to protect yourself from it.

Next thing will be: "Your not allowed to harvwalk"
LOL!

[zunnie]

Subject: Walljumps & etc.
Posted by Deathgod on Sun, 02 May 2004 23:52:57 GMT

I agree, and we allow it. I'm pointing out if they're going to fix one that they should be fair and fix them all. I don't care either way as our servers aren't going to be running it.