
Subject: Obi Walk in Hourglass
Posted by [Blkfort](#) on Thu, 19 May 2005 09:35:02 GMT
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try to obi walk in houerglass. Come out from the tunnel, your back should face the obi, then walk and jump backwards in a STRAIGHT LINE then the obi will not shoot you. (This needs to be very accurate). So good luck.

Subject: Obi Walk in Hourglass
Posted by [TD](#) on Thu, 19 May 2005 10:31:30 GMT
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Good foundation :rolleyes:

We all knew that.

Subject: Obi Walk in Hourglass
Posted by [N00bish_One](#) on Thu, 19 May 2005 15:52:48 GMT
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its also very lame and against teh rules in most servers :rolleyes:

Subject: Obi Walk in Hourglass
Posted by [RTsa](#) on Thu, 19 May 2005 19:57:33 GMT
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zOMG HE'S L13K T3H 133TEST GYU 3V4H N01 31S3 KN3W T4HT

:rolleyes:

Subject: Obi Walk in Hourglass
Posted by [gufu](#) on Thu, 19 May 2005 22:03:17 GMT

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|\|00B

Subject: Obi Walk in Hourglass
Posted by [Blkfort](#) on Fri, 20 May 2005 13:47:52 GMT
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im no noob..... i thought maybe some leds wanted to know.

Subject: Obi Walk in Hourglass
Posted by [RTsa](#) on Fri, 20 May 2005 22:17:45 GMT
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Well, telling people how to obi walk is just plain stupid. It's not allowed on any server I know. It's a bug. Bugs shouldn't be exploited.

So
you
are
a
n00b

Subject: Obi Walk in Hourglass
Posted by [flyingfox](#) on Fri, 20 May 2005 22:21:02 GMT
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one legitimate way to get there is to wait till the base is quiet, use a \$1000 character and rush it, sustaining a hit. you should bring a few teammates though, and spaced out so you don't all die from the one obelisk hit. from the obelisk you can get to the hand of nod..

Subject: Obi Walk in Hourglass
Posted by [SuperTech](#) on Sun, 22 May 2005 20:44:29 GMT
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How about a harvey walk? Might work if the base is quiet.

Subject: Obi Walk in Hourglass
Posted by [Goztow](#) on Mon, 23 May 2005 11:57:29 GMT
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Oby walk is cheating to me... Ain't allowed in most servers. harv walking seems more honest.

Subject: Obi Walk in Hourglass
Posted by [Jzinsky](#) on Thu, 26 May 2005 13:15:27 GMT
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What's the difference?

Subject: Obi Walk in Hourglass
Posted by [RTsa](#) on Thu, 26 May 2005 14:17:53 GMT
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What's the difference between harv walk and obi walk you ask???
Umm...obi walk = taking advantage of a bug
and harv walk = a legimate tactic, which requires skill at least on some occasions
There's a BIG difference I say.

Subject: Obi Walk in Hourglass
Posted by [flyingfox](#) on Thu, 26 May 2005 15:44:46 GMT
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No but his point was that harvester walking is just as much a glitch as ob walking however you see it.

Subject: Obi Walk in Hourglass
Posted by [BumishBk](#) on Thu, 26 May 2005 20:02:51 GMT
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But harvy walking can be done by both teams... which I think makes it less bad than ob walking.

Subject: Obi Walk in Hourglass
Posted by [Spoony_old](#) on Thu, 26 May 2005 20:37:51 GMT
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Infiltrating a base by sneaking behind a supply vehicle seems a little more legitimate than facing the other way and hoping the defences don't detect you :rolleyes:

Subject: Obi Walk in Hourglass

Posted by [flyingfox](#) on Fri, 27 May 2005 00:34:34 GMT

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Well ok, but I would think that an obelisk or advanced guard tower would be more advanced than just turrets and small towers...they'd probably have some sort of detection radar that ranged as far as their maximum viewing distance in all 360 degrees. IF that were true, they'd see that there was a soldier behind the harvester, although they wouldn't blindly fire on it to try and take out the soldier.

Subject: Obi Walk in Hourglass

Posted by [blinky_182](#) on Fri, 27 May 2005 03:58:09 GMT

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Honestly... its a game, its renegade, non of that sensor crap. You are hidden when you are behind a harvester, so it won't see you, it's like hiding behind a large rock. You can still be shot at if you expose yourself at all, as then the AGT or ob/turrets will open fire upon you. I don't think it is a cheap tactic at all.

When you ob walk that is a bug, you can do it pretty much anywhere on any map. There is a BIG difference between following a vehicle from behind on a SET path than hopping across the enemy base effortlessly.

You can defend from harv walkers easily, but it can be very hard to defend against ob walkers.

Subject: Obi Walk in Hourglass

Posted by [gufu](#) on Fri, 27 May 2005 11:43:23 GMT

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ObV4lkers ar3 |\|00b5

Subject: Obi Walk in Hourglass

Posted by [Aircraftkiller](#) on Sun, 29 May 2005 06:17:03 GMT

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Remember, it's an Obelisk of Light, not an ob.

Subject: Obi Walk in Hourglass

Posted by [Jzinsky](#) on Sun, 29 May 2005 15:15:40 GMT

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You're saying that running and turning your back to the obi so it doesn't detect you is a glitch that hasn't been taken out yet?

Subject: Obi Walk in Hourglass
Posted by [Homey](#) on Sun, 29 May 2005 16:28:03 GMT
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and it never will be taken out.

Subject: Obi Walk in Hourglass
Posted by [Aircraftkiller](#) on Sun, 29 May 2005 19:56:26 GMT
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Remember, it's an Obelisk of Light, not an obi.

Subject: Obi Walk in Hourglass
Posted by [gufu](#) on Sun, 29 May 2005 20:48:17 GMT
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AircraftkillerRemember, it's an Obelisk of Light, not an obi.
NO!!!
It's OBI.L.

Subject: Obi Walk in Hourglass
Posted by [blinky_182](#) on Sun, 29 May 2005 21:07:28 GMT
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It can't be fixed at all?

Subject: Obi Walk in Hourglass
Posted by [gufu](#) on Sun, 29 May 2005 21:57:54 GMT
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Mkae it shoot with the speed of machingun?

Subject: Obi Walk in Hourglass
Posted by [csskiller](#) on Sun, 29 May 2005 22:05:00 GMT
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Heh, final renegade obelisk.

Subject: Obi Walk in Hourglass

Posted by [Jzinsky](#) on Mon, 30 May 2005 12:17:26 GMT

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Well at least it's something for CP3..

Harvy walking is fine in my book, I've even tried doing it myself...

Subject: Re: Obi Walk in Hourglass

Posted by [Blkfort](#) on Fri, 21 Apr 2006 04:54:29 GMT

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ok gufu.. whats ur Renegade IGN.. i will vs u 1 on 1... then i see if u cans till call me a noob.

Page me... my nick is blkfort.. (duh)

Subject: Re: Obi Walk in Hourglass

Posted by [mrpirate](#) on Fri, 21 Apr 2006 05:14:58 GMT

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fuck off

Subject: Re: Obi Walk in Hourglass

Posted by [ripped999](#) on Fri, 19 May 2006 16:43:23 GMT

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ONLY ||0085 USE BUGS
