Subject: stack nuke? wall jump?
Posted by Veyrdite on Sun, 17 Sep 2006 09:58:22 GMT
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what the hell is stack nuke and wall jump?!?

Subject: Re: stack nuke? wall jump?
Posted by jnz on Sun, 17 Sep 2006 10:53:56 GMT
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i think by the sounds of it, a stack nuke is loads of beacons staked on top of each other.

a wall jump is when you help someone get over a wall they are not supposed to.

Subject: Re: stack nuke? wall jump?
Posted by Tzar469 on Mon, 18 Sep 2006 03:20:53 GMT
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How would you stack nukes on top of each other anyway?

Subject: Re: stack nuke? wall jump?
Posted by PlastoJoe on Mon, 18 Sep 2006 04:44:02 GMT
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You'd have to position two guys so they would place a beacon on the exact same spot. I'd never even heard of this until now though.

Subject: Re: stack nuke? wall jump?
Posted by Veyrdite on Fri, 22 Sep 2006 06:59:52 GMT
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the stack nuke is in the un-rules rules (just type in !rules in game play, send it to all)
i dont know where i have herd wall jump

Subject: Re: stack nuke? wall jump?
Posted by PlastoJoe on Fri, 22 Sep 2006 14:23:29 GMT
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If you defused the bottom nuke, wouldn't the top one disappear or misfire?

Subject: Re: stack nuke? wall jump?
Posted by Veyrdite on Fri, 22 Sep 2006 23:24:47 GMT
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2 nukes actually dont stack, they simply stay together in one spot, so there is no actual top one.

Subject: Re: stack nuke? wall jump?
Posted by R315r4z0r on Sat, 23 Sep 2006 05:01:07 GMT
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they are in the exact same place, and when one gets diffused, people are like "WTF?!" Cause it appears that the nuke didn't disarm.

Wall jumping is when there is a low wall, and you jump on another person to get over it. (like the wall behind the GDI Refinery in Field is a common place for a wall jump)

Subject: Re: stack nuke? wall jump?
Posted by puddle_splasher on Thu, 28 Sep 2006 16:05:41 GMT
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The "stack nuke" is placed by using a helicopter and hovering over the chimney stack at the refinery and dropping down inside the chimney. You place the beacon and fly back out. No-one can get inside the chimney, REF is destroyed.

I believe that some servers have amended the detail at the top of the chimney to prevent this and others will kick/ban you for doing it.

Subject: Re: stack nuke? wall jump?
Posted by Tzar469 on Sun, 01 Oct 2006 01:06:23 GMT
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Does that work with the pp too?

Subject: Re: stack nuke? wall jump?
Posted by R315r4z0r on Sun, 01 Oct 2006 04:19:40 GMT
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no, flying version of the Power Plant has an invisable wall covering the top.

Subject: Re: stack nuke? wall jump?

Posted by Veyrdite on Sun, 01 Oct 2006 11:49:48 GMT
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how do you aim the copter to place the nuke?

Subject: Re: stack nuke? wall jump?
Posted by crazfulla on Sat, 07 Oct 2006 10:27:26 GMT
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Actually, the ref doesn't have a chimney. Its called "Powerplant Stack Nuke" for a reason. And only on some fanmade maps can you do this. There is a building template download at cnc-source which doesn't have half the stuff setup properly, and people download it adn place those buildings on their maps, the Nod PP smoke stack doesn't have a physical blocker on it. Why are you so concerned anyway? you arent allowed to do it so why ask how its done? do you want to break the rules or something?

Subject: Re: stack nuke? wall jump?
Posted by Veyrdite on Sat, 07 Oct 2006 22:29:49 GMT
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hey, when i am old, and i am playing the last game of renegade online ever, i dont think i will care (lol)
nah, just curious what the meanings of the words were