
Subject: stop ob walk and ref jump

Posted by [Anonymous](#) on Wed, 15 Jan 2003 15:48:00 GMT

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quote:Originally posted by IceSword7: quote: But its okay for you to kick Crimsson from your laggy server because you "dont like her name" [Razz] lol i kicked him because i dont like anyone from n00bstories i didnt no that the crimson that i kicked was actually the crimson from n00b stories until after i kicked him and he msged me (not that i wouldnt have kicked him even if i did know) Crimson is a she, not a he...Oh, and ref. wall jumping isn't a bug or glitch at all. Neither (if anyone mentions this) the way to get into the AGT on foot. You people just need to stop complaining and start looking for ways to stop it from happening. Next you'll say it's a glitch that some characters (I think only 1000 dollar characters) can rush from the one tunnel and get into the ref without dieing because the obelisk's slow rate of fire and it's shot can't kill a 1000 dollar character in one hit.Get some skill and stop complaining!As for Obelisk Walking, that is 100\% bug.#1 reason:You can do it on low sfps servers and not high sfps serversThat reason alone tells you it's 100\% bug.
