
Subject: Re: Obelisk Walking

Posted by [mrpirate](#) on Thu, 09 Nov 2006 01:04:36 GMT

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the17doctor wrote on Wed, 08 November 2006 18:22 Sniper_De7 wrote on Wed, 08 November 2006 13:28 the17doctor wrote on Wed, 08 November 2006 05:41 there is a difference between cheating and ob-walking.

ob-walking is a tactic; not a good one, but a tactic.

how do you guys know that Westwood didnt want this to happen?

also, if someone is obwalking, you can hear the ob charging anywhere on the battlefield, so you would know your base is under attack. it is easy to stop one ob walker.

You might be confusing ob-walking with something else, but if you're referring to the ob walking which enables GDI to get anywhere into nod's base at ones own will which completely renders a BASE DEFENCE useless, than you're an idiot if you think Westwood would have wanted it to happen. For one thing, Nod already is at a disadvantage on most, if not, all base defence maps, the fact that if GDI can waltz right into Nod's base would even further the disadvantage they have. You're also REALLY stupid if you think Westwood even KNEW about this when it was discovered. (way, way after Westwood did patch 1.037) How are you going to stop a fucking ob walker when you're on fucking field and you're pounding the war factory? If you can hear it *charge* then props because as far as I know big artillery shooting > ob charging. Even if they DID hear it, you'd have to get out of your artillery, destroy it and yourself, hope you have a good spawn (say on field and the guy ob walked to the ref or something, and you spawn anywhere but the ref, the guy would already have proxies barring your way and c4 already on) But 'lo! How would you know WHICH building he even went to? By the time you hear the ob charging, you kill your art and yourself he could be in any building. and Unless you have RH you aren't going to know where he is. Save by small chance you hear a door opening/closing. But if GDI has the field there's no AGT-walking. The only place they can come from is the tunnels or the harvester path, and even then you're only limited to going inside two buildings, it's not even likely that you'll use a tech to do it. The only two paths capable to get inside a building is following the harvester, which can be mined accordingly. Anyways, I'm not going to even bother to say more since this is all it should need. Ob-walking is not a tactic, it is a bug that is some kind of error in the code. Tactics are something completely different from that, and you're retarded for thinking otherwise

you say westwood knew nothing of it? bullshit!

what do you think the turrets are for on maps like city?

gdi, on base defence maps, has the agt, nod, most of the time, has the ob and two turrets, and you say thats unbalanced?

it seems the stupid one here is you.

when ob-walking, you have to run out and hide before the ob hits you.

you hide until it is discharged, then run again. but while you're hiding, the turrets will have locked onto you and possibly killed you.

while you're hiding, people in the base at the time will hear it and investigate (unless they're stupid), and most of the time only one person can do it, so it would be easy to take out.

please get off the internet, we already have a surplus of self-righteous morons
