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Subject: Re: Wall hopping

Posted by [Caveman](#) on Wed, 30 May 2007 15:33:54 GMT

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JohnDoe wrote on Wed, 30 May 2007 10:22How? Only place I know is at the rock where you usually ion the ref...once you jump on the smaller ledge the Ob can't hit you anymore, so why would it need to be offline?

Is there some kind of invisible ramp like at the GDI ref that I don't know about?

Yes. Im not talking about the ledge where you can jump on. Because that was blocked some time ago with CP2. Just like GDI's 1 man wall jump you can do it to nod, but the ob needs to be offline.

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