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Subject: Re: Wall hopping

Posted by [Caveman](#) on Wed, 30 May 2007 20:29:39 GMT

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EKT-Sadukar wrote on Wed, 30 May 2007 14:28StoneCold wrote on Wed, 30 May 2007 14:09this is possible for NOD on Field to get over GDI Ref ive seen it but its an "Exploit" to wat i hear so w.e

god dang it its Nod not NOD

and try doing it in multiplayer practice or LAN without the LAG

Ok i'll say it AGAIN. Lag is NOT a factor with the 1 man wall jump on Field. You don't need to lag your way up there. It's simply a exploit in the map design. Thats is. No lag involved. Its just like ob walking backwards with the original scripts.dll. Its an exploit.

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