
Subject: Re: agt walking

Posted by [crazfulla](#) on Thu, 14 Jun 2007 09:54:12 GMT

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My definition of AGT walking is similar to Ob walking. Crouching and walking in plain line of sight of the AGT so it will not fire at you. The above example of walking the PP on under is not AGT walking by my definition because the AGT actually fires (for OB walking the ob does not fire so same rules apply to AGT) however it DOES constitute a wall jump (obviously) and hence should be illegal. To my description it is only possible on the gayest CP map ever (Gayer than any of the ACK ones even FieldTS *shudders* - THE MAPS IS BAD...): SIEGE.

Here are a couple of screenies to help if you have never done this before:

#1 [index.php?t=getfile&id=3563&private=0](#)

you can see I am crouching and the AGT is not firing at me even though I am in plain line of sight.

#2 [index.php?t=getfile&id=3562&private=0](#)

you can see the instant I stood up the AGT killed me. Funny that, you can only walk in a similar way to ob walking.

It is an unfair exploit specific to that map - it is not a global problem like the holes in the Obelisk's defence. On the most part the AGT is leet against infantry. I am currently writing some new rules for fanmade maps on n00bless and this is going to be illegal. Walking the back of either PP and laying a beacon however would be legal as long as you don't jump the wall.

File Attachments

1) [siege02.jpg](#), downloaded 903 times

39

+ 038

RYAN

A circular compass with a green needle pointing North (N) is located in the bottom left. Below it is a blue reticle with a green center. At the bottom of the reticle is a red crosshair and the text "+ 038".

Credits: 97231

2) [siege01.jpg](#), downloaded 892 times

49

N

EVA

250

100

RYAN

Credits: 97137