
Subject: Wall jumping
Posted by [SuperMidget](#) on Fri, 26 Nov 2004 18:01:12 GMT
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I've been playing for 2 years now and amazingly don't know how to wall jump! I'm no noob but I would like to use this useful cheap shot.

Subject: Wall jumping
Posted by [icedog90](#) on Fri, 26 Nov 2004 20:00:47 GMT
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Don't use it, it's an exploit on the level. Most servers ban if people do it.

Subject: Wall jumping
Posted by [z310](#) on Fri, 26 Nov 2004 21:25:38 GMT
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On servers that allow it, its fun

Subject: Wall jumping
Posted by [Lance3066](#) on Sat, 27 Nov 2004 12:37:57 GMT
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icedog90Don't use it, it's an exploit on the level. Most servers ban if people do it.

Actually, most servers (that I play anyway) allow infantry to wall jump, just not vehicular units.

Subject: Wall jumping
Posted by [Majiin Vegeta](#) on Sat, 27 Nov 2004 15:08:40 GMT
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... of course infantry can "wall jump".. its an infantry only area.. they are talking about tanks..

Subject: Wall jumping
Posted by [SuperMidget](#) on Mon, 29 Nov 2004 16:52:51 GMT
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Wanna tell me how to wall jump?

Subject: Wall jumping

Posted by [splnwezel](#) on Mon, 29 Nov 2004 17:24:08 GMT

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Wall Jump: You can do it by yourself by simply driving over the ramp. Slower vehicles require an extra push from another vehicle. It isn't really that difficult, just get the one vehicle you want to wall jump started up the ramp, and then ram it with another vehicle, which will put your vehicle over the wall and onto the other side.

This isn't that huge of a tactic, except for maybe Mesa where you can wall jump as Nod to attack the GDI refinery, or as GDI and attack the Nod refinery.

Subject: Wall jumping

Posted by [SuperMidget](#) on Tue, 30 Nov 2004 14:07:34 GMT

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What about infantry?

Subject: Wall jumping

Posted by [shifty\[\]nash](#) on Tue, 30 Nov 2004 14:58:39 GMT

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person 1 must use the "prone" key while person 2 jumps person 1 crawls (prone button) under person2 so person2 can jump over the wall works like that right? (never tried it myself)

Subject: Wall jumping

Posted by [~SuperMidget~](#) on Wed, 01 Dec 2004 16:09:57 GMT

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whats this prone button? You mean crouch? "c"

Subject: Wall jumping

Posted by [Hulkcore](#) on Sat, 04 Dec 2004 02:45:00 GMT

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infantry wall jump works best for NOD on field, because it is quite possible to get into GDI ref almost completely untouched. Person A runs out first and crouches in the corner nearest tunnels. Person B follows and runs into them and jumps, thus launching them over the wall and into Ref. When not defended against with mines (which is rare nowadays) it is awesome cause any decent tech can take it out before they know anything happened.

Subject: Wall jumping
Posted by [SuperTech](#) on Sat, 04 Dec 2004 04:39:03 GMT
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Renegade now blocks wall jumping.

Subject: Wall jumping
Posted by [SuperMidget](#) on Mon, 06 Dec 2004 14:46:16 GMT
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Nooooooooooooo!

Subject: Wall jumping
Posted by [Hulkcore](#) on Tue, 07 Dec 2004 01:38:42 GMT
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SuperTechRenegade now blocks wall jumping.

With vehicles. Not with infantry? I guess I haven't tried since CP1, I'd be pissed though.

Subject: Wall jumping
Posted by [Alkaline](#) on Tue, 07 Dec 2004 06:03:03 GMT
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This depends on the server maps, old version of mesa will let u do it...
Ya mes wall jumping is kinda lame, esp if you hop 2-3 mamoths...

Subject: Wall jumping
Posted by [SuperMidget](#) on Tue, 07 Dec 2004 13:24:17 GMT
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AlkalineThis depends on the server maps, old version of mesa will let u do it...
Ya mes wall jumping is kinda lame, esp if you hop 2-3 mamoths...
Ownage :crazy:

Subject: Wall jumping
Posted by [SuperTech](#) on Thu, 23 Dec 2004 15:21:40 GMT
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HulkcoreSuperTechRenegade now blocks wall jumping.

With vehicles. Not with infantry? I guess I haven't tried since CP1, I'd be pissed though.

Sorry, I meant RenGuard blocks wall jumping and I think it is just for tanks.

Subject: Wall jumping

Posted by [IceSword7](#) on Thu, 23 Dec 2004 23:16:51 GMT

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Wrong

On Field:

Person1 runs to the corner and begins jumping up and down while Person2 runs underneath Person1 who is still jumping upside down. Person1 gets wedged up onto Person2 head where from there he can simply jump up and over the wall.

It also works when getting onto some buildings.
