Subject: OB Walking and B2B
Posted by SuperMidget on Tue, 07 Dec 2004 13:39:06 GMT
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Kinda n00b questions :oops:

OB Walking:
Q. I'm still not sure I understand this technique yet. You run backwards while firing your repair gun at normal level right? I always thought it was running the OB with multiple units so the OB blast only hits one or two units, leaving the remainder of the units living to walk in.

B2B:
Q. Wtf is this? I have never understood this 'base to base' or even what it is. Would someone elaborate?

Subject: OB Walking and B2B
Posted by NukeIt15 on Tue, 07 Dec 2004 15:34:09 GMT
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B2B is exactly what it sounds like. When a player sitting in their own base can hit targets in the enemy base, that is B2B.

Subject: OB Walking and B2B
Posted by SuperMidget on Tue, 07 Dec 2004 15:45:37 GMT
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So like volcano that would be possible? What other maps

Subject: OB Walking and B2B
Posted by TankClash on Tue, 07 Dec 2004 18:25:40 GMT
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Base to base is better described when someone fires at an enemy base while in their own base.

That player can't be taken out easily if he's firing from inside the GDI barracks with or using MRLS to shoot the Hand of Nod from behind the GDI barracks on C&C_Islands.

Subject: Re: OB Walking and B2B
Posted by csskiller on Wed, 08 Dec 2004 00:14:16 GMT
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SuperMidgetOB Walking:? I always thought it was running the OB with multiple units so the OB

blast only hits one or two units, leaving the remainder of the units living to walk in.
Actually no, what you described is actually a legal tactic/stratagy.   What OB walking is, is for example on Hourglass GDI can run down the hill get shot by the ob and not get killed. There was a topic on this a long time back.

Subject: OB Walking and B2B
Posted by karmai on Wed, 08 Dec 2004 17:04:33 GMT
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Your FPS or the servers FPS (sfps on your screen) has to be below about 30 if you want to obi walk and actually get anywhere with it.