Subject: HMMMMM.......
Posted by thrash300 on Sun, 17 Sep 2006 08:37:44 GMT
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When you are an infantry soldier and you just happen to go on Tiberium, does jumping actually reduce the time it takes for you to die? Simple things like you jump and your not on Tiberium for those little seconds anymore, but does it have an effect?

Subject: Re: HMMMMM.......
Posted by Tzar469 on Wed, 20 Sep 2006 01:41:55 GMT
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I think that it takes less time to get to the other side of the tiberium if you are jumping. But if nothing else, at least snipers will have a harder time trying to kill you.

Subject: Re: HMMMMM.......
Posted by Sniper_De7 on Wed, 20 Sep 2006 01:53:53 GMT
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In theory I would think that if you jumped just before getting into the tiberium and jumped out of the tiberium so that you landed just outside of it, you would saved maybe one HP or something like that. Apart from that I don't know if it really helps

Subject: Re: HMMMMM.......
Posted by Zion on Wed, 20 Sep 2006 19:09:41 GMT
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I always thourght people had the decency (and knowlage) NOT to go into tiberium because it will kill you...

Subject: Re: HMMMMM.......
Posted by terminator 101 on Wed, 20 Sep 2006 19:29:21 GMT
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Well, what if you want to get new character, or want to get back to the base more quicky or both things at the same time? In these cases, walking into tibarium is good idea.

Subject: Re: HMMMMM.......
Posted by Tunaman on Wed, 20 Sep 2006 19:37:59 GMT
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At some times and places it is a better idea to walk in the tiberium than to go around it. An example is on complex, where you can get the box(or crate if you're using the SSAOW crates) much faster if you walk through the tiberium on the side instead of going over top or through the tunnels.

Subject: Re: HMMMMM.......
Posted by warranto on Wed, 20 Sep 2006 21:19:27 GMT
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On volcano I always use the tiberium field at the beginning of the game. Many a Power Plant have fallen to my Hotwire/technician that way.

I find that jumping does save health, though not by much. I think the damage you take after getting off the field is less than when you're on the field, so those few seconds you spend in the air while jumping across save a few points of damage.

But I could be wrong.

Subject: Re: HMMMMM.......
Posted by JohnDoe on Wed, 20 Sep 2006 22:48:55 GMT
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It only helps if you jump at the beginning and at the end...jumping at other points will actually damage you more since you move slower.

Subject: Re: HMMMMM.......
Posted by Feetseek on Thu, 21 Sep 2006 05:07:31 GMT
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Oooopss

Subject: Re: HMMMMM.......
Posted by Kamuix on Thu, 21 Sep 2006 14:50:34 GMT
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Feetseek wrote on Thu, 21 September 2006 01:07Oooopss

Why have you chosen this?

Subject: Re: HMMMMM.......
Posted by thrash300 on Sun, 24 Sep 2006 03:05:51 GMT
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tzar469 wrote on Tue, 19 September 2006 20:41I think that it takes less time to get to the other side of the tiberium if you are jumping. But if nothing else, at least snipers will have a harder time trying to kill you.

Actually jumping on tiberium makes you more visible, esspecially to a sniper... You know the green trails....

Subject: Re: HMMMMM.......
Posted by MexPirate on Sun, 24 Sep 2006 05:54:02 GMT
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thrash300 wrote on Sat, 23 September 2006 22:05tzar469 wrote on Tue, 19 September 2006 20:41I think that it takes less time to get to the other side of the tiberium if you are jumping. But if nothing else, at least snipers will have a harder time trying to kill you.

Actually jumping on tiberium makes you more visible, esspecially to a sniper... You know the green trails....

lol, insignificantly - and you are a hell of a lot harder to hit or get a hs on whilst jumping.

Subject: Re: HMMMMM.......
Posted by Xylaquin on Sun, 24 Sep 2006 11:05:38 GMT
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I did an experiment on this using Complex running then jumping across here with an engineer:

The results show that jumping does make a difference, the remaing health after the tests were:

Running straight across with Eng: 59
Jumping in a straight line across with Eng: 76

Subject: Re: HMMMMM.......
Posted by StealthEye on Sun, 24 Sep 2006 18:20:14 GMT
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Average over multiple tries or just once?

Subject: Re: HMMMMM.......
Posted by thrash300 on Sun, 24 Sep 2006 23:38:47 GMT
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Kamuix wrote on Thu, 21 September 2006 09:50Feetseek wrote on Thu, 21 September 2006 01:07Oooopss

Why have you chosen this?

Explain this please.

Subject: Re: HMMMMM.......
Posted by thrash300 on Sun, 24 Sep 2006 23:41:02 GMT
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Merovingian wrote on Wed, 20 September 2006 15:09I always thourght people had the decency (and knowlage) NOT to go into tiberium because it will kill you...

Yea, well it's better than giving your opposing team points.
And it's better than the sucide botton. Unless you are on a BC server, but then you STILL have to wait like 10 seconds right?!.

Subject: Re: HMMMMM.......
Posted by Xylaquin on Mon, 25 Sep 2006 08:33:22 GMT
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StealthEye wrote on Sun, 24 September 2006 19:20Average over multiple tries or just once?

Twice