
Subject: Obelisk Walking

Posted by [Greathobo](#) on Fri, 03 Nov 2006 02:00:40 GMT

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Yes...noobie me again so anybody know how to obelisk walk? Is there some trick to it, or do you just walk backwards while jumping.

Subject: Re: Obelisk Walking

Posted by [Spoony](#) on Fri, 03 Nov 2006 04:11:36 GMT

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The trick is you learn some actual tactics instead of cheating.

Subject: Re: Obelisk Walking

Posted by [Carrierll](#) on Fri, 03 Nov 2006 10:36:11 GMT

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Just try doing it on XpHaZe Marathon, I dare you...

Subject: Re: Obelisk Walking

Posted by [Ryu](#) on Fri, 03 Nov 2006 12:36:42 GMT

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LoLz

I got told off by MoLe

Subject: Re: Obelisk Walking

Posted by [Greathobo](#) on Fri, 03 Nov 2006 23:39:16 GMT

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Nvm I found out and maybe I will try it on Exphrasze

Subject: Re: Obelisk Walking

Posted by [Sniper_De7](#) on Fri, 03 Nov 2006 23:47:48 GMT

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you'll just get banned and that'll make everyone happy. so, thank you?

Subject: Re: Obelisk Walking
Posted by [Veyrdite](#) on Sat, 04 Nov 2006 00:02:56 GMT
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its a great thing to know ob walking is....
well only in the scene of save the world by beating on online game against satan-is that a movie
or somedin?

if you really want to know i think its in renwiki.
dont take me responsible if you do use it though.

edit:i may regret this post....

Subject: Re: Obelisk Walking
Posted by [CarrierII](#) on Sat, 04 Nov 2006 12:18:08 GMT
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No, on XpHaZe Marathon there is a server side mod installed that makes it impossible to ob walk.
He'd be there forever...

Subject: Re: Obelisk Walking
Posted by [futura83](#) on Sat, 04 Nov 2006 12:35:22 GMT
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MaidenTy1 wrote on Fri, 03 November 2006 04:11The trick is you learn some actual tactics
instead of cheating.

i wouldnt class it as cheating...just...bug exploiting

lol

Subject: Re: Obelisk Walking
Posted by [Greathobo](#) on Sat, 04 Nov 2006 15:12:51 GMT
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Actually I saw somebody obby walk there just yesterday...hotwire almost got into obby, but a sbh
killed her lol.

Subject: Re: Obelisk Walking

Posted by [Goztow](#) on Sat, 04 Nov 2006 16:08:18 GMT

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Bug abusing = cheating. Why you think it's called "abuse"?

Subject: Re: Obelisk Walking

Posted by [Dave Anderson](#) on Sat, 04 Nov 2006 16:21:48 GMT

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Exactly. The game wasn't meant to act that way, nor be played that way. Just because it was never fixed does not give people a free ticket to abusing it.

Subject: Re: Obelisk Walking

Posted by [R315r4z0r](#) on Tue, 07 Nov 2006 20:00:51 GMT

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Goztow wrote on Sat, 04 November 2006 11:08 Bug abusing = cheating. Why you think it's called "abuse"?

I think he confused cheating with hacking.. (A.K.A. h4xX0ring)

Cheating is to give you an unfair advantage by doing something ingame.. Hacking is placing something in the games folders to give an unfair advantage.

Ob walking is cheating... so don't do it.

And LOL at the xphaze thing... but.. really, you can't take two steps in that server without being kicked for cheats <_<

Subject: Re: Obelisk Walking

Posted by [Carrierll](#) on Tue, 07 Nov 2006 20:12:36 GMT

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I've been playing there for over a year, and took more than two steps just now... and I'm not banned for cheats.

Subject: Re: Obelisk Walking

Posted by [futura83](#) on Tue, 07 Nov 2006 23:19:51 GMT

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can i highlight something for you guys

the17doctor wrote on Sat, 04 November 2006 12:35MaidenTy1 wrote on Fri, 03 November 2006 04:11The trick is you learn some actual tactics instead of cheating.

i wouldnt class it as cheating...just...bug exploiting

lol

Subject: Re: Obelisk Walking
Posted by [BlueThen](#) on Wed, 08 Nov 2006 00:52:34 GMT
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uh-byooz; n. uh-byoos]
–verb (used with object) 1. to use wrongly or improperly; misuse: to abuse one's authority.
2. Obsolete. to deceive or mislead.
3. wrong or improper use; misuse: the abuse of privileges.

–verb (used with object) 1. to utilize, esp. for profit; turn to practical account: to exploit a business opportunity.
2. to use selfishly for one's own ends: employers who exploit their workers.

defect or imperfection, as in a mechanical device, computer program, or plan; glitch: The test flight discovered the bugs in the new plane.

This is for you all who don't know what those three words mean.

Subject: Re: Obelisk Walking
Posted by [futura83](#) on Wed, 08 Nov 2006 11:41:19 GMT
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there is a difference between cheating and ob-walking.

ob-walking is a tactic; not a good one, but a tactic.

how do you guuys know that Westwood didnt want this to happen?

also, if someone is obwalking, you can hear the ob charging anywhere on the battlefield, so you would know your base is under attack. it is easy to stop one ob walker.

Subject: Re: Obelisk Walking
Posted by [GreenFireDragon](#) on Wed, 08 Nov 2006 12:06:25 GMT
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Yeah but is anyone going to explain here how to ob walk?
pls?

(1st post! :3)

Subject: Re: Obelisk Walking
Posted by [Sniper_De7](#) on Wed, 08 Nov 2006 13:28:32 GMT
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the17doctor wrote on Wed, 08 November 2006 05:41there is a difference between cheating and ob-walking.

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You might be confusing ob-walking with something else, but if you're referring to the ob walking which enables GDI to get anywhere into nod's base at ones own will which completely renders a BASE DEFENCE useless, than you're an idiot if you think Westwood would have wanted it to happen. For one thing, Nod already is at a disadvantage on most, if not, all base defence maps, the fact that if GDI can waltz right into Nod's base would even further the disadvantage they have. You're also REALLY stupid if you think Westwood even KNEW about this when it was discovered. (way, way after Westwood did patch 1.037) How are you going to stop a fucking ob walker when

you're on fucking field and you're pounding the war factory? If you can hear it *charge* then props because as far as I know big artillery shooting > ob charging. Even if they DID hear it, you'd have to get out of your artillery, destroy it and yourself, hope you have a good spawn (say on field and the guy ob walked to the ref or something, and you spawn anywhere but the ref, the guy would already have proxies barring your way and c4 already on) But 'lo! How would you know WHICH building he even went to? By the time you hear the ob charging, you kill your art and yourself he could be in any building. and Unless you have RH you aren't going to know where he is. Save by small chance you hear a door opening/closing. But if GDI has the field there's no AGT-walking. The only place they can come from is the tunnels or the harvester path, and even then you're only limited to going inside two buildings, it's not even likely that you'll use a tech to do it. The only two paths capable to get inside a building is following the harvester, which can be mined accordingly. Anyways, I'm not going to even bother to say more since this is all it should need. Ob-walking is not a tactic, it is a bug that is some kind of error in the code. Tactics are something completely different from that, and you're retarded for thinking otherwise

Subject: Re: Obelisk Walking
Posted by [mrpirate](#) on Wed, 08 Nov 2006 16:53:09 GMT
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Sniper_De7 wrote on Wed, 08 November 2006 08:28 ...some kind of error in the code.

allowObWalking was set to 1 when it should've been set to 0.

Subject: Re: Obelisk Walking
Posted by [Sniper_De7](#) on Wed, 08 Nov 2006 22:44:37 GMT
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mrpirate wrote on Wed, 08 November 2006 10:53
Sniper_De7 wrote on Wed, 08 November 2006 08:28 ...some kind of error in the code.

allowObWalking was set to 1 when it should've been set to 0.

double E

Subject: Re: Obelisk Walking
Posted by [futura83](#) on Wed, 08 Nov 2006 23:22:44 GMT
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Sniper_De7 wrote on Wed, 08 November 2006 13:28
the17doctor wrote on Wed, 08 November 2006 05:41
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gdi, on base defence maps, has the agt, nod, most of the time, has the ob and two turrets, and you say thats unbalanced?

it seems the stupid one here is you.

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you hide until it is discharged, then run again. but while you're hiding, the turrets will have locked onto you and possibly killed you.

while you're hiding, people in the base at the time will hear it and investigate (unless they're stupid), and most of the time only one person can do it, so it would be easy to take out.

Subject: Re: Obelisk Walking

Posted by [Sniper_De7](#) on Wed, 08 Nov 2006 23:35:00 GMT

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the17doctor wrote on Wed, 08 November 2006 17:22
Sniper_De7 wrote on Wed, 08 November 2006 13:28
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What in God's name are you talking about, you don't have to hide to do it? You can just start ob walking from the tunnels and just go. The turrets suck, period. The only map they do damage on is glacier... And yes, if there was someone defending it's easy to stop, but why should there have to be someone in Nod base to defend? GDI doesn't need one, they can just mine and then move out into the field. That means just to stop ob-walking someone on Nod has to specifically be left in base and not able to help his team, a distinct disadvantage if you ask me.

Like I said, you may be confusing this with ob-running or whatever, that's where one person takes a hit from the ob and the other person is able to get to other buildings, which is something clearly different than ob-WALKING which is one person walking backwards and doing something else to be able for that one person to go anywhere into nod's base. You don't need to stand still, you don't need to hide, you don't need to let turrets shoot you, you just do what you have to do and it works fine. I'm sorry if you got the two mixed up, and I clearly don't know which one you're talking about here because ob-running is where someone can hide (or they can both rush at the same time..) but it takes TWO people, and you originally said one person in your first post, so I'm thinking you're talking about ob-walking, which you don't need to wait or hide...

Edit: Yes, westwood didn't know about it because ob-WALKING (Remember now, one person..) was a glitch discovered like a year or more later (I don't really know when, but long after the last patch westwood did (1.037) was released) So that means it HAS to be that they didn't know about that glitch. You weren't here four years ago so don't even comment. As for the turrets, LOL. Um, they aren't meant for infantry, they're meant for tanks, why do you think they put the turrets in positions near the front entrance of the base like on field where it's impossible for infantry to rush?

k

Subject: Re: Obelisk Walking

Posted by [BlueThen](#) on Thu, 09 Nov 2006 00:00:34 GMT

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Compare ob walking with agt walking... THERE IS NO AGT WALKING!

Meaning it's unfair for gdi. That's why most servers don't like it.

The turrets were added, but they're completely pointless... they can be killed in like 5 shots from a tank!

Plus that it takes forever for the turret to turn to gdi and shoot the person.

[unrelated matters]

Quote:Yes...noobie me again so anybody know how to obelisk walk? Is there some trick to it, or do you just walk backwards while jumping.

Don't you hate it when everyone asks how to hack or cheat?

Subject: Re: Obelisk Walking

Posted by [mrpirate](#) on Thu, 09 Nov 2006 01:04:36 GMT

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the17doctor wrote on Wed, 08 November 2006 18:22Sniper_De7 wrote on Wed, 08 November 2006 13:28the17doctor wrote on Wed, 08 November 2006 05:41there is a difference between cheating and ob-walking.

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while you're hiding, people in the base at the time will hear it and investigate (unless they're stupid), and most of the time only one person can do it, so it would be easy to take out.

please get off the internet, we already have a surplus of self-righteous morons

Subject: Re: Obelisk Walking

Posted by [PlastoJoe](#) on Thu, 09 Nov 2006 06:25:40 GMT

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If you get killed by a turret, you suck at Renegade. Period.

Subject: Re: Obelisk Walking
Posted by [Goztow](#) on Thu, 09 Nov 2006 07:45:33 GMT

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SpyGuy246 wrote on Thu, 09 November 2006 07:25 If you get killed by a turret, you suck at Renegade. Period.

Unless you're playing on bunkersTS ofcourse (you gotta love that map!).

Subject: Re: Obelisk Walking
Posted by [futura83](#) on Thu, 09 Nov 2006 09:27:19 GMT

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Quote: please get off the internet, we already have a surplus of self-righteous morons

and you're one of them.

i am mistaking ob-walking for hiding behind things like you can on city and under to get into the hand of nod

Subject: Re: Obelisk Walking
Posted by [Spoony](#) on Thu, 09 Nov 2006 09:43:41 GMT

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the17doctor wrote on Wed, 08 November 2006 17:22 you say westwood knew nothing of it? bullshit!

I sure as hell wasn't around at the time, but my educated guess would be one of the following

- 1- They indeed did not know about it
- 2- They didn't get around to fixing it (being bought out by EA and everything)

the17doctor wrote on Wed, 08 November 2006 17:22 what do you think the turrets are for on maps like city?

Such a good question. Turrets are pathetic at everything. There is ONE thing they're good for: a warning system to alert you of enemies in your base if you lose your Obelisk/PP.

I absolutely guarantee that when Westwood designed the maps, they DIDN'T think "right, now how can I give Nod a defence against a GDI player who backwalks the ob, considering the fact we allow them to do that and it's a legit tactic, not a bug? I know, we'll give Nod some TURRETS!"

the17doctor wrote on Wed, 08 November 2006 17:22 gdi, on base defence maps, has the agt,

nod, most of the time, has the ob and two turrets, and you say thats unbalanced?
Discount the turrets since they completely suck except for the alert system I've already mentioned.

Subject: Re: Obelisk Walking
Posted by [Sniper_De7](#) on Thu, 09 Nov 2006 12:21:49 GMT
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the17doctor wrote on Thu, 09 November 2006 03:27Quote:please get off the internet, we already have a surplus of self-righteous morons

and you're one of them.

i am mistaking ob-walking for hiding behind things like you can on city and under to get into the hand of nod

Thank you for finally listening to what I said. You should have noticed I was talking about something else when I said that it allows you to go anywhere on the map and renders a base defence useless. Westwood had nothing to do with the map making even so you can't even say that they specifically wanted that to happen. It's like saying the guy who wanted islands to have base to base for Nod. He didn't, and for a long time nothing was done about it and after a long time still nothing could be done about it, the only thing that was done about it is now in server mods. So to say that the map makers wanted you to give an advantage to GDI is just dumb. I mean on Under you can't run into the GDI base with one person save for the harv (The only other path is one where you have to get hit by the AGT and doing it requires two people and usually fails. No, it's infinitely more likely that they just didn't do anything about it, because if they would have, they'd have done something about islands base to basing.

Another good one is wall jumping with vehicles on Mesa, that wasn't intended by the author. So to say something like being able to hide underneath the stairs on city was actually THOUGHT of before the map was made is just ridiculous. Nevertheless, it's still there because people don't care, (except for the rule no hillcamping, which is so retarded because it makes hourglass an hour long). Yeah in a map like City it's pretty hard to go across the field and not be seen. In a map like Under the obelisk hits you sometimes, and even then you can put mines far enough away so that they can't disarm but still block their path to be able to not get hit by the ob.

Anyways yeah, if you actually KNEW what obelisk walking was, you'd know it's really gay. because you can go from any direction, even from the front of Nod's base and get to anywhere...

Next time learn what ob-walking is before guessing and then debating about it.

Subject: Re: Obelisk Walking
Posted by [mrpirate](#) on Thu, 09 Nov 2006 14:37:36 GMT
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the17doctor wrote on Thu, 09 November 2006 04:27Quote:please get off the internet, we already

have a surplus of self-righteous morons

and you're one of them.

i am mistaking ob-walking for hiding behind things like you can on city and under to get into the hand of nod

I'm not the one calling people stupid when I don't even read the fucking topic, dipshit.

Subject: Re: Obelisk Walking
Posted by [futura83](#) on Thu, 09 Nov 2006 15:37:46 GMT
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you clearly are an idiot though.

calling me a self-righteous moron isnt anything to do with this thread; yet you still spammed by calling me it.

if anything, you're the retard around here.

now, i'll put you on my ignore list, i dont talk to idiots like you.

Subject: Re: Obelisk Walking
Posted by [Sniper_De7](#) on Thu, 09 Nov 2006 18:10:17 GMT
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Where do you get his intelligence by two posts? You DID call me an idiot even though you were completely wrong, and you hardly apologized for it, not that I care or asked for it. Really though, I can only assume you didn't even know precisely what ob-walking was, yet you respond to it (and even argue it, lol). Because I know of know one else who calls what you were talking about ob-walking. So I can only think you manifested it into what you *thought* was ob walking, even when I said things that were clearly different than what you thought was ob walking. And then have the guts to say someone else is stupid. just lol

Edit, I do/did hear ob-walking sometimes as when someone sacrifices a hit to get in a building, but that's still different than what you're talking about.

Subject: Re: Obelisk Walking
Posted by [Greathobo](#) on Fri, 10 Nov 2006 02:56:19 GMT
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Fact: Turrents kill more people than obs Especially in xphaze...where they had to decrease the power of the turrent because it was headshotting everybody =p

Subject: Re: Obelisk Walking
Posted by [mripate](#) on Fri, 10 Nov 2006 02:58:25 GMT
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Fact: there is no 'n' in 'turret.'

Subject: Re: Obelisk Walking
Posted by [fl00d3d](#) on Thu, 30 Nov 2006 18:26:52 GMT
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I think if someone is going to just run for it - and happens to make it, thats one thing. Or maybe if they manage to 'dodge' the laser shot. But doing a full "ob walk" (you know what I'm talking about) is just an attempt to circumvent the game engine's design. This is evident in the fact that the ob never even fires. If there was to be some kind of decoy, distraction, or misfire that is one thing. But the ob doesn't fire at all when you do an ob walk properly. That settles issue #1.

The issue of the turrets is also obvious (at least to me). Nod has lighter vehicles which is a consideration in tank battle tactics/strategies. When it comes to base defenses, however, there

are extra turrets in place. You'll notice that these turrets are always placed near the airstrip. On most maps, if a GDI vehicle camps the NOD airstrip you can call it the end of the game. Turrets are an extra line of defense and nothing more.

Ob walking was fun back in the day when a few people knew about it and cheats weren't around. Now that we have so many things to worry about, ob walking just adds icing to the cake. I don't think anyone allows ob-walking so there is no point in learning how to do it. If you're that determined to learn how, either (a) put up a server of your own and experiment -or- (b) ask someone in game to show you so they are banned and not you

Subject: Re: Obelisk Walking
Posted by [Tunaman](#) on Thu, 30 Nov 2006 22:00:47 GMT
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I obwalked once, the ob fired but just missed. :\

Subject: Re: Obelisk Walking
Posted by [DarkKnight](#) on Wed, 06 Dec 2006 15:36:51 GMT
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I see nothing wrong with walking behind the harvy into the base if the server is full or almost full. If you have a full server and someone sneaks into your base like that then you suck at defending. Last I checked is full out war no tag.

If I'm in base and the harvy rolls past me ill look to make sure anyone is there just like everyone should in your base. You should always be playing multiple roles. Keep your eyes and ears open to help the team while your doing your bit.
