
Subject: Wall hopping

Posted by [Quackpunk](#) on Sat, 21 Apr 2007 19:12:36 GMT

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Can anyone show me or give me a link of a successful wall hop to gdi ref in field when your nod. because i cant seem to get a grasp on the whole wall hopping thing

Subject: Re: Wall hopping

Posted by [puddle_splasher](#) on Sun, 22 Apr 2007 10:25:21 GMT

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NO!! The wall is not meant to be used that way. A wall is primarily used to stop you from entering the base in that manner.

Yeah the discussions always say, reduce or remove the wall, alternatively, increase the wall height and prevent wall hopping.

learn to play the game before trying some of the more advanced methods. Better still, join a clan and learn a lot of the advanced techniques as opposed to asking on the forum.

Subject: Re: Wall hopping

Posted by [Sniper_De7](#) on Sun, 22 Apr 2007 16:40:17 GMT

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yeah as if people don't daily abuse things that weren't intended for renegade.

Subject: Re: Wall hopping

Posted by [futura83](#) on Sun, 22 Apr 2007 21:09:10 GMT

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Sniper_De7 wrote on Sun, 22 April 2007 17:40yeah as if people don't daily abuse things that weren't intended for renegade.

So since people do it, we should encourage others to do it?

Its like encouraging people to kill just because other people do it...

Subject: Re: Wall hopping

Posted by [Sniper_De7](#) on Mon, 23 Apr 2007 01:25:49 GMT

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the17doctor wrote on Sun, 22 April 2007 16:09 Sniper_De7 wrote on Sun, 22 April 2007 17:40 yeah as if people don't daily abuse things that weren't intended for renegade.

So since people do it, we should encourage others to do it?

Its like encouraging people to kill just because other people do it...

No, I'm saying that people do things that weren't intended by renegade and people are supposedly fine with it. It'd be kind of stupid to say "no you can't wall jump but you're allowed to use hte PT outside a building. Just because something wasn't *intended* hardly means that it's not alright and should be discouraged.

Subject: Re: Wall hopping
Posted by [candy](#) on Thu, 26 Apr 2007 20:10:53 GMT
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if wall hoping wasn't intended people would have made something like a field2 with higher ramps

lots of server don't allowed wall hopping
but see it this way
you have a wall in your back yard
you can't hop over it alone
but a friend can come over and give you a hand

same thing happens in renegade
that vehs are not allowed to wall hop is good
vehs just lag over it but inf?
why not...

Subject: Re: Wall hopping
Posted by [puddle_splasher](#) on Fri, 27 Apr 2007 05:59:03 GMT
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No one asked if its allowed or not. That is not the point of the topic.

The topic was, instructions on how to wall jump. No one really cares if you do or you dont. I know how to do it, but I don't, as a matter of principle.

Subject: Re: Wall hopping
Posted by [candy](#) on Fri, 27 Apr 2007 20:47:07 GMT
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how to wall hop
pick a friend
run to a wall
prefer a corner
jump into it (both at the same spot)
voila

Subject: Re: Wall hopping
Posted by [Crusader](#) on Tue, 01 May 2007 19:09:04 GMT
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Wall hopping is when you jump into a wall like Candy says to go where you can't generally go on your own: that is to HOP over it.

For example in Field, if you want to go into the GDI or Nod Refinery, you pick a friend and go into the tunnel, come out of the tunnel and have your friend crouch near the short wall...then you use him as a step and jump over him and go over the wall. If your are a Technician/Hottie and if no one notices, the Refinery is history.

But this is illegal in most servers and will get you banned. So, this wall hopping is all a load of crap. Only a dumb loser will do it...so don't do it unless you're a dumb loser.

Subject: Re: Wall hopping
Posted by [Sniper_De7](#) on Wed, 02 May 2007 09:45:40 GMT
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Most servers don't ban you for it. Heck, if anything at all they just warn you for it by either warning you or kicking you. Why are you a "dumb loser" for doing this? Because you're too stupid to mine against it? It is not particularly hard to stop. In fact, one might wonder how you couldn't stop it. Limited room to move -low health if AGT hits them - lower health if they ran through mines. Sounds pretty unstopable to me...

Subject: Re: Wall hopping
Posted by [Crusader](#) on Wed, 02 May 2007 14:32:13 GMT
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The only reason I said "dumb loser" for trying wall hopping is...quite realistically...most players generally know that wall hopping is not allowed and that it is discouraged.

And given that situation, most won't be expecting some wall hoppers. That's the purpose of the wall isn't it? To provide passive defense...the wall is there to stop infantry.

Suppose let's say there a game going on in Cnc_Field and someone suddenly plants an Ion beacon. Nod will look in the tunnels and OUTSIDE the short wall surrounding the tunnel

entrance...most won't look near the silo or the refinery. And then when the Ion sends the Refinery or AS to hell, I hear "WTF" and many other bad things on Chat.

And that's the problem...of course you certainly can say that it's stupid to not be diligent and search carefully but then again why is there a wall in the first place? If that's the problem with wall hopping, then I say DAMN the wall and take it out of the map.

The wall is there to serve a purpose.

Also, its just a matter of luck and randomness for a successful wall hop. Unless the mines are placed in a cunning fashion (like on the gray ramp on the wall) chances are that a wall hopper, even with health blown to the red might make it. If it's a Hottie, he can disable any mines and finish the job.

I hope this doesn't sound like excuses (lol!) and this is not one but I am just saying what I know.

PS: However, I am not entirely against wall hopping. I am sure a server running Renegade with high realism settings (with Friendly Fire turned on) can most certainly allow wall hopping...but in a regular game, wall hopping should be highly discouraged.

Subject: Re: Wall hopping

Posted by [Sniper_De7](#) on Wed, 02 May 2007 15:32:30 GMT

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There is no open rule book that says a bunch of people discourage wall jumping with infantry. It's basically split - if at all, i've seen more people care less about it. The fact that you need two people to somehow get through a bunch of mines, a base defense and what not without anyone on your team noticing tells me that the opposing team is left with fewer to defend and also mean the base wasn't properly mined. As for the not intending of walls. I could agree with you it may or may not have been intended, though who is to say it wasn't intended for two people or what-have you. The thing is, there are many many non-intended things that make the game better in my eyes. I grow accustomed to using the PT outside buildings. I mean for a lot of people it is common knowledge, yet there aren't any very many who make a rule for it. Why? It wasn't intended... I mean if someone is gonna be using the "it wasn't intended excuse" I fully expect them to be consistent with everything and anything that wasn't intended.

IE "flaming APCs". There are servers that actually allow this and I can't help but be befuddled at why. I mean i've heard things like the WF glass shouldn't be able to shoot through, but allowing something like an APC even having a chance to destroy 7 tanks (i don't care if they should be able to take you or not) in a matter of seconds. There is no reason for allowing a unit to kill so many in so few seconds. And by himself, no less. I mean forget about the fact that if you had 3 other people (which would be unfair, you would rather look at 1v1 cases) to focus fire on you

(which shouldn't HAVE to be the case since if I see an apc compared to a med or something, i should be focusing more on the med tank)

I guess I'm rambling on but truth be told I'd rather try and put rules into effect that make things more fair than I would with intention.(in field) GDI can run into ref/nuke it or AS or mass rush ob. Nod can use two people and get to ref/nuke it or barr or rush AGT. Overall though, GDI is pretty much the better team for field and given something that is easily stoppable with mines or someone who can hear the AGT fire. Really don't have to worry too much about someone wall hopping. I don't understand quite a bit of why renegade is the way it is for some of it. One of the biggest that come ot mind is why on earth does the nod soldier do less damage than GDI soldier? I mean it almost makes it better in some situations to use an engineer isntead.... pretty stupid, if you ask me.

Subject: Re: Wall hopping
Posted by [puddle_splasher](#) on Wed, 02 May 2007 19:11:15 GMT
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It appears that my first post sums up the predicament. Remove the wall or increase the height so that wall jumping cannot be achieved

Subject: Re: Wall hopping
Posted by [Spyder](#) on Fri, 04 May 2007 06:22:03 GMT
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I made some walljumping tutorial videos a while ago. I wonder where I put them, maybe they're still on my webserver.

Subject: Re: Wall hopping
Posted by [Sniper_De7](#) on Fri, 04 May 2007 10:20:08 GMT
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puddle_splasher wrote on Wed, 02 May 2007 14:11It appears that my first post sums up the predicament. Remove the wall or increase the height so that wall jumping cannot be achieved

guh?

Subject: Re: Wall hopping
Posted by [Spyder](#) on Fri, 04 May 2007 11:16:39 GMT
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Found them!

Barracks Walljump
Refinery Walljump

Subject: Re: Wall hopping
Posted by [EvilWhiteDragon](#) on Fri, 04 May 2007 12:19:49 GMT
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Those are exactly the one that are probably NOT allowed, in any server...

<http://www.black-intel.net/index.php?page=tactics> these will probably be allowed, atleast most of them

Subject: Re: Wall hopping
Posted by [IR4p3dy0u](#) on Mon, 28 May 2007 02:35:44 GMT
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Why dont you all get real talented and learn how to wall jump by yourself. Instead or counting on a buddy to help you.

Subject: Re: Wall hopping
Posted by [sadukar09](#) on Mon, 28 May 2007 20:13:35 GMT
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IR4p3dy0u wrote on Sun, 27 May 2007 21:35Why dont you all get real talented and learn how to wall jump by yourself. Instead or counting on a buddy to help you.

try going over it by ur self in renegade....

Subject: Re: Wall hopping
Posted by [IR4p3dy0u](#) on Mon, 28 May 2007 21:20:26 GMT
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Ive done it, several times actually, nod on field.

Subject: Re: Wall hopping
Posted by [sadukar09](#) on Mon, 28 May 2007 21:33:04 GMT
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dont make me laugh with ur lies...

Subject: Re: Wall hopping
Posted by [Tunaman](#) on Tue, 29 May 2007 00:13:02 GMT
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He's not lying.

Subject: Re: Wall hopping
Posted by [Caveman](#) on Tue, 29 May 2007 00:24:07 GMT
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It is very much indeed possible and it can be done on both sides, however, its much easier for Nod to do it than GDI.

Subject: Re: Wall hopping
Posted by [sadukar09](#) on Tue, 29 May 2007 00:41:48 GMT
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some1 make a video

Subject: Re: Wall hopping
Posted by [IR4p3dy0u](#) on Tue, 29 May 2007 01:37:01 GMT
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wow EKT looking retarded again much? Dont speak of which you dont know.

Subject: Re: Wall hopping
Posted by [Renerage](#) on Tue, 29 May 2007 02:19:49 GMT
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Its possible to jump with one person.
Its just really hard, and you have to rely on lag.

Subject: Re: Wall hopping
Posted by [Tunaman](#) on Tue, 29 May 2007 06:40:45 GMT
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You never need lag to do anything lol...

Subject: Re: Wall hopping

Posted by [Caveman](#) on Tue, 29 May 2007 11:31:16 GMT

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cheekay77 wrote on Mon, 28 May 2007 21:19Its possible to jump with one person.
Its just really hard, and you have to rely on lag.

Correct, Wrong and wrong.

Subject: Re: Wall hopping

Posted by [Renegade](#) on Tue, 29 May 2007 12:55:55 GMT

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Caveman wrote on Tue, 29 May 2007 07:31cheekay77 wrote on Mon, 28 May 2007 21:19Its possible to jump with one person.
Its just really hard, and you have to rely on lag.

Correct, Wrong and wrong.

No, its not wrong. Ill try and make a video of it if i can, you can do alot of nice thing whilst in lag mode. When you jump at the wal during a lag spike, you seem to 'glitch' a bit on how you jump, maybe alittle higher, maybe alittle to the left, KEep doing it, and you can eventually break that little point that it becomes easier to do and just get across.

Ive done it, so its not like im just shooting my mouth off.

Although, I suppose, technically im 'making it up' and 'completely wrong'.

Ive warped on top of the airstrip during lag, Ive got on the inside of the barracks in lag.

Not to mention Crazy CTF servers, which you can do this quite easily.

Subject: Re: Wall hopping

Posted by [Caveman](#) on Tue, 29 May 2007 13:08:36 GMT

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cheekay77 wrote on Tue, 29 May 2007 07:55Caveman wrote on Tue, 29 May 2007 07:31cheekay77 wrote on Mon, 28 May 2007 21:19Its possible to jump with one person.
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You don't need to lag hax to wall jump with one person. It would make it harder tbh if you're lagging. After you find the right way to point its as easy as walking around in the tunnels.

Edit:

Also making a video and pubically showing users how to glitch things isn't recommended.

Subject: Re: Wall hopping

Posted by [sadukar09](#) on Tue, 29 May 2007 19:32:11 GMT

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cheekay77 wrote on Tue, 29 May 2007 07:55Caveman wrote on Tue, 29 May 2007 07:31cheekay77 wrote on Mon, 28 May 2007 21:19Its possible to jump with one person. Its just really hard, and you have to rely on lag.

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Not to mention Crazy CTF servers, which you can do this quite easily.

crazy CTF...its meant for that cuz its CRAZY

and about the video...i just need 2 see it if im wrong

Subject: Re: Wall hopping

Posted by [JohnDoe](#) on Tue, 29 May 2007 20:55:19 GMT

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I don't think it's possible to jump the Nod ref alone without lag...

Subject: Re: Wall hopping
Posted by [Caveman](#) on Tue, 29 May 2007 22:38:58 GMT
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JohnDoe wrote on Tue, 29 May 2007 23:55I don't think it's possible to jump the Nod ref alone without lag...

I done it yesterday, however its only possible when the ob is offline. So its wouldn't get used that much but you could still get around some mines etc..

Subject: Re: Wall hopping
Posted by [FrAM](#) on Tue, 29 May 2007 22:39:40 GMT
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cheekay77 wrote on Tue, 29 May 2007 15:55Caveman wrote on Tue, 29 May 2007 07:31cheekay77 wrote on Mon, 28 May 2007 21:19Its possible to jump with one person. Its just really hard, and you have to rely on lag.

Correct, Wrong and wrong.

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Ive warped on top of the airstrip during lag, Ive got on the inside of the barracks in lag.

Not to mention Crazy CTF servers, which you can do this quite easily.

once when i was experiencing super lag i jumped into wall and just stood on it 2 thirds of the way up and if there were a step there.

Subject: Re: Wall hopping
Posted by [Tunaman](#) on Tue, 29 May 2007 22:41:39 GMT
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There might have been.. There are glitches in the maps sometimes, you can actually walk up the wall on islands if you know the right place.

Subject: Re: Wall hopping

Posted by [Renerage](#) on Tue, 29 May 2007 23:20:48 GMT

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JohnDoe wrote on Tue, 29 May 2007 16:55I don't think it's possible to jump the Nod ref alone without lag...

I knew i wasnt the only one who could do this...

It may be harder, but ITs the only way I care fore.

Subject: Re: Wall hopping

Posted by [Goztow](#) on Wed, 30 May 2007 06:53:11 GMT

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/me pulls attention to server owners to my fix for the one man walljump I posted in server owners forum

Subject: Re: Wall hopping

Posted by [JohnDoe](#) on Wed, 30 May 2007 15:22:36 GMT

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How? Only place I know is at the rock where you usually ion the ref...once you jump on the smaller ledge the Ob can't hit you anymore, so why would it need to be offline?

Is there some kind of invisible ramp like at the GDI ref that I don't know about?

Subject: Re: Wall hopping

Posted by [Caveman](#) on Wed, 30 May 2007 15:33:54 GMT

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JohnDoe wrote on Wed, 30 May 2007 10:22How? Only place I know is at the rock where you usually ion the ref...once you jump on the smaller ledge the Ob can't hit you anymore, so why would it need to be offline?

Is there some kind of invisible ramp like at the GDI ref that I don't know about?

Yes. Im not talking about the ledge where you can jump on. Because that was blocked some time ago with CP2. Just like GDI's 1 man wall jump you can do it to nod, but the ob needs to be offline.

Subject: Re: Wall hopping

Posted by [StoneCold](#) on Wed, 30 May 2007 19:09:06 GMT

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this is possible for NOD on Field to get over GDI Ref ive seen it but its an "Exploit" to wat i hear so w.e

Subject: Re: Wall hopping
Posted by [sadukar09](#) on Wed, 30 May 2007 19:28:18 GMT
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StoneCold wrote on Wed, 30 May 2007 14:09this is possible for NOD on Field to get over GDI Ref ive seen it but its an "Exploit" to wat i hear so w.e

god dang it its Nod not NOD
and try doing it in multiplayer practice or LAN without the LAG

Subject: Re: Wall hopping
Posted by [Caveman](#) on Wed, 30 May 2007 20:29:39 GMT
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EKT-Sadukar wrote on Wed, 30 May 2007 14:28StoneCold wrote on Wed, 30 May 2007 14:09this is possible for NOD on Field to get over GDI Ref ive seen it but its an "Exploit" to wat i hear so w.e

god dang it its Nod not NOD
and try doing it in multiplayer practice or LAN without the LAG

Ok i'll say it AGAIN. Lag is NOT a factor with the 1 man wall jump on Field. You don't need to lag your way up there. It's simply a exploit in the map design. Thats is. No lag involved. Its just like ob walking backwards with the original scripts.dll. Its an exploit.

Subject: Re: Wall hopping
Posted by [JohnDoe](#) on Wed, 30 May 2007 21:21:46 GMT
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Ob walking backwards doesn't work on servers with new scripts?

Subject: Re: Wall hopping
Posted by [IR4p3dy0u](#) on Wed, 30 May 2007 22:06:23 GMT
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EKT-Sadukar wrote on Wed, 30 May 2007 14:28StoneCold wrote on Wed, 30 May 2007 14:09this is possible for NOD on Field to get over GDI Ref ive seen it but its an "Exploit" to wat i hear so w.e

god dang it its Nod not NOD
and try doing it in multiplayer practice or LAN without the LAG

WOW you dont listen for shit do you, lag has nothing to do with it.

Subject: Re: Wall hopping
Posted by [Caveman](#) on Wed, 30 May 2007 22:24:34 GMT
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JohnDoe wrote on Wed, 30 May 2007 16:21Ob walking backwards doesn't work on servers with new scripts?

You misunderstood. I assumed people would understand that I meant client side scripts. If you have CP1 and/or CP2 installed, it is much harder to obwalk backwards. With the original, you could shoot at the floor and walk backwards into the ob. It was that easy.

Its the main reason why people at cw.cc refuse to update there client scripts because they want to abuse the exploits.

Subject: Re: Wall hopping
Posted by [Tunaman](#) on Wed, 30 May 2007 22:31:52 GMT
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Caveman wrote on Wed, 30 May 2007 18:24Its the main reason why people at cw.cc refuse to update there client scripts because they want to abuse the exploits.
Umm... what are you talking about? If you're gonna throw a random flame out there, then at least know what you're talking about. :\

Subject: Re: Wall hopping
Posted by [IR4p3dy0u](#) on Wed, 30 May 2007 22:32:34 GMT
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Caveman wrote on Wed, 30 May 2007 17:24JohnDoe wrote on Wed, 30 May 2007 16:21Ob walking backwards doesn't work on servers with new scripts?

You misunderstood. I assumed people would understand that I meant client side scripts. If you have CP1 and/or CP2 installed, it is much harder to obwalk backwards. With the original, you could shoot at the floor and walk backwards into the ob. It was that easy.

Its the main reason why people at cw.cc refuse to update there client scripts because they want to abuse the exploits.

I have new scripts running I believe, and ob walking isnt allowed in clanwars.cc, unless of course

your BiO and do it on a regular basis.

Subject: Re: Wall hopping

Posted by [sadukar09](#) on Wed, 30 May 2007 22:33:47 GMT

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then if its not possible 1 man with the new scripts, why are we talking about it?

Subject: Re: Wall hopping

Posted by [Caveman](#) on Wed, 30 May 2007 22:35:54 GMT

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I didn't actually flame anyone. I have come across people in cw.cc that won't update their scripts. The response I get is that "It makes me lag" or "It won't install properly on my computer"

I have yet to find any version of the scripts.dll that has made me lag or has failed to install. So one can only assume that people don't want to install them so they can perform an exploit here and there while in a war.

Crash: I never said that anyone ob walks in cw.cc.

Subject: Re: Wall hopping

Posted by [Tunaman](#) on Wed, 30 May 2007 22:45:55 GMT

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Caveman wrote on Wed, 30 May 2007 18:35: I didn't actually flame anyone. I have come across people in cw.cc that won't update their scripts. The response I get is that "It makes me lag" or "It won't install properly on my computer"

I have yet to find any version of the scripts.dll that has made me lag or has failed to install. So one can only assume that people don't want to install them so they can perform an exploit here and there while in a war.

Crash: I never said that anyone ob walks in cw.cc.

Just because you've met a few people who don't run it from cw.cc, doesn't mean that everyone there doesn't. I've met my fair share of people who don't play at cw.cc that will not update their scripts either.. lol. Most clanwars players do run the new scripts because it makes the load time between maps almost instant.

Subject: Re: Wall hopping
Posted by [Caveman](#) on Wed, 30 May 2007 22:59:14 GMT
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EKT-Sadukar wrote on Wed, 30 May 2007 17:33 then if its not possible 1 man with the new scripts, why are we talking about it?

Because like ive said before and hopefully you'll understand THIS IS A MAP DESIGN EXPLOIT. Which means its a problem with the map not the scripts.dll

@Ralph: I didn't say everyone at cw.cc abuse the exploit system. Just some of them do and they know its wrong but still continue to use them.

Subject: Re: Wall hopping
Posted by [Tunaman](#) on Wed, 30 May 2007 23:07:26 GMT
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Then why did you say "people at clanwars.cc" then? People that don't play there don't use the scripts as well. :\

Subject: Re: Wall hopping
Posted by [Caveman](#) on Wed, 30 May 2007 23:56:41 GMT
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Ralphzehunter wrote on Wed, 30 May 2007 18:07 Then why did you say "people at clanwars.cc" then? People that don't play there don't use the scripts as well. :\

Then I obviously need to correct myself and I apologize if you feel that I flamed you in anyway. And yes non-cw.cc'ers also don't bother updating there script for that reason.

Anyways, back on topic. Gozy, if you have some time tomorrow could you MSN me so I could show you where to put the wall hopping fix for Field.

Subject: Re: Wall hopping
Posted by [JohnDoe](#) on Thu, 31 May 2007 07:51:26 GMT
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It's been over a year since someone last used the backwalk against me in a clanwar...

Subject: Re: Wall hopping
Posted by [Goztow](#) on Thu, 31 May 2007 11:09:28 GMT

Caveman wrote on Thu, 31 May 2007 01:56Ralphzehunter wrote on Wed, 30 May 2007 18:07Then why did you say "people at clanwars.cc" then? People that don't play there don't use the scripts as well. :\

Then I obviously need to correct myself and I apologize if you feel that I flamed you in anyway. And yes non-cw.cc'ers also don't bother updating there script for that reason.

Anyways, back on topic. Gozy, if you have some time tomorrow could you MSN me so I could show you where to put the wall hoppng fix for Field.
I have a good idea already but will do if I see you .
