
Subject: Jumping on tib - useless?

Posted by [Uberfahr](#) on Sat, 28 Apr 2007 09:16:22 GMT

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I ve tested it as a mob in Multiplayer practice. Just standing on a tib field kills you in 24 secs. If you jump, the same. Is there any difference?

I see a lot of people jumping over tib fields to get lesser damage. In fact I do the same since years . Does it really help or is it even bad as you can be detected easier while jumping?

Subject: Re: Jumping on tib - useless?

Posted by [Sniper_De7](#) on Sat, 28 Apr 2007 10:12:39 GMT

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I guess ideally you'd want to jump the instant before the tiberium and a little before the end. Jumping I guess slows you a fraction.

Subject: Re: Jumping on tib - useless?

Posted by [Goztow](#) on Sat, 28 Apr 2007 13:38:44 GMT

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It helps. Someone tested it (see another topic) and it did considerably less damage.

Subject: Re: Jumping on tib - useless?

Posted by [Crusader](#) on Tue, 01 May 2007 17:58:08 GMT

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Ya...jumping helps. You can see for yourself in CityFlying. From the corner, run across the Tib field to get to the road. If you jump, your armor and a little health would be gone. If you don't jump, your armor will be gone and your health bumped to the yellow.

Subject: Re: Jumping on tib - useless?

Posted by [jnz](#) on Thu, 24 May 2007 23:21:42 GMT

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This should clear things up, if people still don't believe ill make more

<http://www.dansprojects.com/TibJumping/TibJumping.html>

Subject: Re: Jumping on tib - useless?

Posted by [FrAM](#) on Fri, 25 May 2007 00:32:28 GMT

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gamemodding wrote on Fri, 25 May 2007 02:21 This should clear things up, if people still don't believe ill make more

<http://www.dansprojects.com/TibJumping/TibJumping.html>

6 damage less...

Subject: Re: Jumping on tib - useless?

Posted by [Tunaman](#) on Fri, 25 May 2007 04:06:22 GMT

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I already made a movie about this, I think I did it on complex and, while jumping, you took a bit less damage.
