
Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Tue, 14 Jan 2003 17:08:00 GMT
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i think that everyone needs to stop doing ob walk and ref jump. its a glitch in the game and i think people should be booted if they do it. if your not good enough to beat people without cheating... then your not good.

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Tue, 14 Jan 2003 17:29:00 GMT
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Ob walking i think should be stopped and considered cheating but ref jump, (im assuming your talking about the Nod Ref on Field), i dont think is cheating.

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Tue, 14 Jan 2003 17:29:00 GMT
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a couple of well placed mines will stop people from wall jumping

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Tue, 14 Jan 2003 19:56:00 GMT
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i think ob walking should be stoped but ref walking is ok in my opipion for regular games (not for clan games)

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Tue, 14 Jan 2003 22:22:00 GMT
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But its okay for you to kick Crimsson from your laggy server because you "dont like her name"

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Wed, 15 Jan 2003 02:25:00 GMT
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Whats the ob walk?

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Wed, 15 Jan 2003 07:41:00 GMT
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Walking backwards towards the Obelisk in such a way that it won't shoot you.

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Wed, 15 Jan 2003 07:57:00 GMT
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May I ask...what is Ref Jump?u mean in the Field.mix, GDI can jump near the Ref without being spot by the OB? and this should be banned?and...Ob walk = walking towards the OB with the face not facing the OB??? Thanks for your reply.

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Wed, 15 Jan 2003 11:46:00 GMT
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so who cares about ref jump.i can get in gdis ref on field on foot too.so its fair.or i can get in the agt on foot.or th ehand or the strip or the obby.hell i can get in almost every building on that map.im sure im not the only one.

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Wed, 15 Jan 2003 14:25:00 GMT
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o i thought you were talking about how gdi can jump on the small ledge then over the wall. I use that in regular games but not clan. I really never heard of any clan complaining of a NOD (thats right -NOD- [sue me])2 person ref jump (-E**F- does not use this trick) but if a different clan tries it against us I really dont care. As for some using this in a regular game...if your whole team cant stop the 2 people doing the ref jump then you deserve to lose ur ref.

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Wed, 15 Jan 2003 14:49:00 GMT
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quote:Originally posted by TheD0t:both the ref jump and ob walk are glitches in the file. 2 ppl jumping on top of each other to get over a wall is a glitch. and ob walking is just a total n00b thing to do.The 2 ppl jumping into each other to get over the wall is a glitch, but 1 person crouching to enable the other to get over the wall is teamwork (which you won't see much anyway)

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Wed, 15 Jan 2003 15:06:00 GMT
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As far as I am concerned they are both glitches, both ref jumps on field and the obby walk on any map. I do use the ref jump on field, not obby walk though. But I think It is totally fair on Field because of two things. One: Usally GDI laggs when ever they stand on that ledge, so they are usally killed before they can get up (not all the itme though) and the second: Nod needs to find a buddy to do it also, and the AGT usally gives them away instantly.

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Wed, 15 Jan 2003 15:48:00 GMT
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quote:Originally posted by IceSword7: quote: But its okay for you to kick Crimsson from your laggy server because you "dont like her name" [Razz] lol i kicked him because i dont like anyone from n00bstories i didnt no that the crimson that i kicked was actually the crimson from n00b stories until after i kicked him and he msged me (not that i wouldnt have kicked him even if i did know) Crimson is a she, not a he...Oh, and ref. wall jumping isn't a bug or glitch at all. Neither (if anyone mentions this) the way to get into the AGT on foot. You people just need to stop complaining and start looking for ways to stop it from happening. Next you'll say it's a glitch that some characters (I think only 1000 dollar characters) can rush from the one tunnel and get into the ref without dieing because the obelisk's slow rate of fire and it's shot can't kill a 1000 dollar character in one hit.Get some skill and stop complaining!As for Obelisk Walking, that is 100% bug.#1 reason:You can do it on low sfps servers and not high sfps serversThat reason alone tells you it's 100% bug.

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Wed, 15 Jan 2003 15:55:00 GMT
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quote: Crimson is a she, not a he... Prly looks like a man

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Wed, 15 Jan 2003 18:11:00 GMT
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quote:Originally posted by IceSword7: quote: Crimson is a she, not a he... Prly looks like a manf001

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Wed, 15 Jan 2003 19:26:00 GMT

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I agree that ref wall jumping can be stopped with mines. Its only really done on Field so just keep the tunnel mined !

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Thu, 16 Jan 2003 00:07:00 GMT
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quote: But its okay for you to kick Crimsson from your laggy server because you "dont like her name" [Razz] lol i kicked him because i dont like anyone from n00bstories i didnt no that the crimson that i kicked was actually the crimson from n00b stories until after i kicked him and he msged me (not that i wouldnt have kicked him even if i did know)

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Thu, 16 Jan 2003 00:29:00 GMT
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both the ref jump and ob walk are glitches in the file. 2 ppl jumping on top of each other to get over a wall is a glitch. and ob walking is just a total n00b thing to do.

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Fri, 17 Jan 2003 16:03:00 GMT
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Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Fri, 17 Jan 2003 18:14:00 GMT
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quote:Originally posted by Viper0968:[QB]or i can get in the agt on foot.QB]Love to see this.....

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Tue, 21 Jan 2003 19:54:00 GMT
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quote:Originally posted by [sg]the0ne:I agree that ref wall jumping can be stopped with mines. Its only really done on Field so just keep the tunnel mined !Not that i support ob walking...but that same theory would hold true for the ob...just mine it..

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Wed, 22 Jan 2003 08:16:00 GMT
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quote:Originally posted by DBB: quote:Originally posted by Viper0968:or i can get in the agt on foot.Love to see this.....It is so easy

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Wed, 22 Jan 2003 08:37:00 GMT
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Hey im gonna contact Westwood and complain about these glitches and i think everyone on here should too and then in there next patch this glitch could probably be fixed

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Wed, 22 Jan 2003 11:26:00 GMT
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quote:Originally posted by demoman83: quote:Originally posted by DBB: quote:Originally posted by Viper0968:or i can get in the agt on foot.Love to see this.....It is so easyO.....interesting

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Wed, 22 Jan 2003 13:05:00 GMT
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quote:Originally posted by Carbon-Kid:Hey im gonna contact Westwood and complain about these glitches and i think everyone on here should too and then in there next patch this glitch could probably be fixedMe thinks that patches for Renegade from WW are done. WW Has known of these issues atleast 3 patches ago. No fix yet. They could have been found in the Beta as far as I know. The wall jump is no prob. Oby walk is FkD up. Pure cheating for those that exploit this.Oby walk = kick. I kicked a guy for that. He tried to tell me that WW intended this exploit to be used. I said "Why the F*** would WW want you to walk backwards into the Nod's base!?"

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Thu, 23 Jan 2003 13:31:00 GMT
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quote:Originally posted by snipefrag:If you manage to get into the Ob (which should be mined anyway) without being spotted then good on ya.If you manage to Ref jump without being spotted then good on ya, if you consider all the different strengths and weeknesses the game is quite fair considering all the different units and buidings.Exactly

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Thu, 23 Jan 2003 13:33:00 GMT
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Kool I agree just straight forward rushing shows a good player but ob walking shows a natural born n00b...

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Thu, 23 Jan 2003 13:44:00 GMT
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Well I say ban the Ob walk on small games but any game over 8 players should be allowed so it will Nod players defend the ob tib ref should be band in all games becuas that is a glitch. [January 23, 2003, 16:05: Message edited by: BorisUK]

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Thu, 23 Jan 2003 19:03:00 GMT
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quote: Well I say ban the Ob walk on small games but any game over 8 players should be allowed so it will Nod players defend the ob tib ref should be band in all games becuas that is a glitch. ob walk is a glitch ref jump is not

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Fri, 24 Jan 2003 00:19:00 GMT
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I never new you all felt so strongly about ob walking, well you have all shown me the shame in ob walking as from now on I pledge never to ob walk again...Anybody that every joins my games from now on will be kicked for ob walking...What do you think about people just geting a charcter and straight forward rushing the ob and dodging it I think theres skill involved but still maybe its a glitch in the fact that the obelisk is to slow what do you think ...DEATH TO ALL CHEATERS : SK8RRIMUK [January 23, 2003, 13:28: Message edited by: Sk8rRIMuk]

Subject: stop ob walk and ref jump
Posted by [Anonymous](#) on Fri, 24 Jan 2003 00:38:00 GMT
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If you manage to get into the Ob (which should be mined anyway) without being spotted then good on ya.If you manage to Ref jump without being spotted then good on ya, if you consider all the different strengths and weeknesses the game is quite fair considering all the different units and buidings.

Subject: stop ob walk and ref jump

Posted by [Anonymous](#) on Fri, 24 Jan 2003 00:58:00 GMT

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quote:Originally posted by Sk8rRIMuk:I never new you all felt so strongly about ob walking, well you have all shown me the shame in ob walking as from now on I pledge never to ob walk again...Anybody that every joins my games from now on will be kicked for ob walking...What do you think about people just geting a acharcter and straight forward rushing the ob and dodging it I think theres skill involved but still maybe its a glitch in the fact that the obelisk is to slow what do you think ...DEATH TO ALL CHEATERS : SK8RRIMUKIf the person can make it into the Nod base honestly by rushing the base, more power to them. They(Havoc) will get hit at least once by the oby.Or killed trying.

Subject: stop ob walk and ref jump

Posted by [Anonymous](#) on Tue, 28 Jan 2003 19:27:00 GMT

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I can get into the ob without backward walking, I can get into the hand without backward walkingand everyone can get into ref, i'm talking about on field and me on gdi.and on under if you time your jump you can easily jump yourway to the hand, I say it's legal to do all this in a 32 and up player gamebecause someone will see you and kill you, but if you're in a small game, it's unfair to do such things. it just makes the game less fun, but at the same time, while gdi can easily get into nod's base, 2 tech can heal each other and run behind the barrx and nuke it, or just 2 sbh can run to it (it takes some luck)fcdrazen
