Subject: Ob walking
Posted by spoonyrat on Wed, 26 May 2004 05:41:50 GMT
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Fixable?

I'd say this is more important than all the other glitches combined, except maybe bluescreen

Subject: Ob walking
Posted by DanSolo on Fri, 28 May 2004 09:14:40 GMT
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i concur

Subject: Ob walking
Posted by Majiin Vegeta on Fri, 28 May 2004 10:50:56 GMT
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oo yes ob walking.. hate that
 talking about the backwards walking yes?.. and not the normal run at the ref from the tunnels on field and not get shot becuase the host doesnt have a stable SFPS

Subject: Ob walking
Posted by spoonyrat on Fri, 28 May 2004 18:54:31 GMT
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Talking about backwalk. Ref running on field with $1000 characters, or suicide running the ob is fine.

As for SFPS... that's just the same as backwalking?

Subject: Ob walking
Posted by YSLMuffins on Fri, 28 May 2004 23:42:29 GMT
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The first time I heard about obelisk walking was in a game where I actually suggested it. It was a game full of newbies and I told GDI to run backwards towards the obelisk and it won't shoot them--naturally I assumed the obelisk would shoot them all dead (and I would laugh at them all). For the rest of the game no ob walking attempts worked, but I had no idea that it actually worked...:-\

Subject: Ob walking
Posted by flyingfox on Sat, 29 May 2004 00:42:13 GMT
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It should be called "obelisk running" "running the obelisk" or "retreating the obelisk", "ob walking" makes it sound like you're actually walking towards the obelisk to counter it.

Subject: Ob walking
Posted by Battousai on Sat, 29 May 2004 06:17:18 GMT
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but "ob walking" sounds cooler... anyway is this really that big of a deal? maybe in a small game but in a big game i never see this pulled off.

Subject: Ob walking
Posted by flyingfox on Sat, 29 May 2004 06:54:14 GMT
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That's because big games tend to be ran on dedicated servers which maintain 60 frames per second, it's only really an issue under 20 or so

Subject: Ob walking
Posted by IRON FART on Mon, 07 Jun 2004 07:24:07 GMT
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It needs to be fixed on field most of all...I have been able to get to every Nod structure by ob walking. It's tough to get a successful run, but it can be done.

Once you can get to the Obelisk, it's fairly easy to get inside the Airstrip. Make sure to crouch and use the Airstrip wall as cover.

Also if you wait 7 seconds after the obelisk catches a glimpse of you, it will power down in that time. When you do rush in, there will be a delay as it has to charge up again.

Subject: Ob walking
Posted by Ripintou on Thu, 10 Jun 2004 17:40:29 GMT
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IRON-FART
Quote:It needs to be fixed on field most of all...I have been able to get to every Nod structure by ob walking. It's tough to get a successful run, but it can be done.

Once you can get to the Obelisk, it's fairly easy to get inside the Airstrip. Make sure to crouch and use the Airstrip wall as cover.

Also if you wait 7 seconds after the obelisk catches a glimpse of you, it will power down in that time. When you do rush in, there will be a delay as it has to charge up again.

Well thanks for telling all the n00bs how to do it :rolleyes:

All I will say is: if I catch anyone taking advantage of glitches, I will BAN you

Game On

Subject: Ob walking
Posted by Griever92 on Sun, 20 Jun 2004 02:36:34 GMT
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Ripintou...All I will say is: if I catch anyone taking advantage of glitches, I will BAN you   ...

a little harsh for an exploit such as this... it only works 5% of the time anyway, cuse usually if you try it, you'll get taken out by the Nod infantry while running backwards...

if someone does actually succed with it, i would most likely just Qkick or Kick... depending on the frequency of their attempts

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