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

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

how do you guys 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.

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

you say westwood knew nothing of it? bullshit!

what do you think the turrets are for on maps like city?

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.

when ob-walking, you have to run out and hide before the ob hits you.

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.

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?  
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