
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.