

---

Subject: Walljumps & etc.

Posted by [Protoberance](#) on Sun, 02 May 2004 03:25:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Atm it's possible to jump over walls when you have 2 players in under a second. This is very unfair in maps like Field if you jump over the wall @ gdi tib ref. With the same procedure you can also jump onto the refinery and plant your beacon there. It should be very easy to fix this "bug"

---