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Subject: Walljumps & etc.

Posted by [Protoberance](#) on Sun, 02 May 2004 14:20:34 GMT

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The bug is simply a too low placed invisible border that normaly prevents jumping over walls or buildings to places which you are not supposed to reach this way. If this border is placed higher this kind of walljump wont be possible to do any more.

I tried to jump into the nod tib ref in single player. There it doesnt work so i think its the fault of lag.

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