
Subject: wall sliding

Posted by [Feetseek](#) on Thu, 23 Feb 2006 06:26:29 GMT

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On walls flying, if you're running low on life inside the wall, go to either the north or south wall and jump on it. While you're falling, keep pressing 'w'(or whatever key that moves u forward) until you get to the bottom. If you do it right, you lose either a little or no life . Uh you don't... SUX FOR U HAHA!

BTW... whats the difference between a n00b and a noob??

Subject: Re: wall sliding

Posted by [Dave Mason](#) on Sat, 25 Feb 2006 12:23:33 GMT

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No difference. People spell it differently. And this "walking into the wall" is nothing new. Well, not for me anyway.

Subject: Re: wall sliding

Posted by [Dover](#) on Mon, 27 Mar 2006 20:50:30 GMT

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On C&C_Walls_Flying (I'm assuming you mean being a sniper up on the middle hill), you shouldn't have to slide down. In fact, you shouldn't have to climb up for that matter.

If you have a properly co-ordinated team effort, you should have one guy in a transport copter and a technician constantly driving people to and from the hill and healing people with lots of ammo but low health.

Sure, it's low-point-paying job, but people (And by "people", I mean myself) will thank you for it.

I was playing a game yesterday in n00bstories on C&C_Walls_Flying with one guy who did just that. His name was macmikev, and he's a good person for it. It's because of his efforts that I came 2nd in points and 3rd in kills. It was because of his efforts that all beacons had proper sniper coverage, enabling the destruction of the GDI base. It was a good game, and it's all thanks to him. Renegade needs more people like macmikev.

Subject: Re: wall sliding

Posted by [Crime8768](#) on Wed, 29 Mar 2006 01:49:18 GMT

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Eh... i have noticed this as well, but you dont have to mash any button, just take your mouse and keep it barred to whichever direction your character is sliding down on.

BTW: You can do this trick on the sides of the towers in the nod and gdi bases on city/city flying. Its very hard to do but you have to bar to the direction as i said and if you fall faster than normal press your jump button, you will fall without much damage or none.

Subject: Re: wall sliding
Posted by [ripred999](#) on Fri, 19 May 2006 16:56:07 GMT
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BEEN THERE, DONE THAT.

BUT SERIOUSLY ITS A GOOD TACTIC

Subject: Re: wall sliding
Posted by [ripred999](#) on Fri, 19 May 2006 21:39:15 GMT
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also if u r on the very top u can slide down of the east or the west side

Subject: Re: wall sliding
Posted by [JeepRubi](#) on Thu, 01 Jun 2006 19:46:04 GMT
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Ever hear of the EDIT button?

Subject: Re: wall sliding
Posted by [JohnDoe](#) on Thu, 01 Jun 2006 19:50:15 GMT
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You can do that with any wall that has less than a 90° angle by moving towards the wall you're sliding down in mid-air.
