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Subject: agt walking

Posted by [FrAM](#) on Wed, 13 Jun 2007 19:23:20 GMT

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i cant remember who but someone told me it is possible to walk to gdi pp on under, how exactly?

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Subject: Re: agt walking

Posted by [sadukar09](#) on Wed, 13 Jun 2007 19:31:26 GMT

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...try checking renegadewiki...

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Subject: Re: agt walking

Posted by [AoBfrost](#) on Wed, 13 Jun 2007 21:32:13 GMT

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Only did it 2 times but all you do it get 2-3 techs, make one run to the first rock, other in tunnel repairs, then one at rock repairs one running from tunn to rock, then rock to second rock and so on, repairing as you go, then wallhop the wall.....

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Subject: Re: agt walking

Posted by [FrAM](#) on Wed, 13 Jun 2007 22:19:53 GMT

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AoBfrost wrote on Thu, 14 June 2007 00:32Only did it 2 times but all you do it get 2-3 techs, make one run to the first rock, other in tunnel repairs, then one at rock repairs one running from tunn to rock, then rock to second rock and so on, repairing as you go, then wallhop the wall.....

ah it requires wall hopping and team work...

i spent like an hour trying to figure out a way to do it as a one tech...

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Subject: Re: agt walking

Posted by [Caveman](#) on Wed, 13 Jun 2007 22:51:26 GMT

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FrAM wrote on Wed, 13 June 2007 23:19AoBfrost wrote on Thu, 14 June 2007 00:32Only did it 2 times but all you do it get 2-3 techs, make one run to the first rock, other in tunnel repairs, then one at rock repairs one running from tunn to rock, then rock to second rock and so on, repairing as you go, then wallhop the wall.....

ah it requires wall hopping and team work...

i spent like an hour trying to figure out a way to do it as a one tech...

It can be done with 1 tech, you'll have really low HP but it can be done. You need alot of skill and GREAT timing to pull it off though.

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Subject: Re: agt walking

Posted by [Sccrscorer](#) on Thu, 14 Jun 2007 00:17:47 GMT

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yea ive done it a couple times as one tech. run behind the rock and then as the rocket is shooting make it hit the rock and sprint to the lamp post, jump on the side of it where it sticks out and then onto the rock and over. then get down ASAP cuz the agt will be firing another rocket soon. if you do it right ul have about 25 health left

definately practice it as gdi first to get the jump part down. then nab a mate and have him heal u as u try, then do it urself  
hope that helps.

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Subject: Re: agt walking

Posted by [crazfulla](#) on Thu, 14 Jun 2007 09:54:12 GMT

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My definition of AGT walking is similar to Ob walking. Crouching and walking in plain line of sight of the AGT so it will not fire at you. The above example of walking the PP on under is not AGT walking by my definition becasuse the AGT actually fires (for OB walking the ob does not fire so same rules apply to AGT) however it DOES constitute a wall jump (obviously) and hence should be illegal. To my description it is only possible on the gayest CP map ever (Gayer than any of the ACK ones even FieldTS \*shudders\* - THE MAPS IS BAD...): SIEGE.

Here are a couple of screenies to help if you have never done this before:

#1 [index.php?t=getfile&id=3563&private=0](#)

you can see I am crouching and the AGT is not firing at me even though I am in plain line of sight.

#2 [index.php?t=getfile&id=3562&private=0](#)

you can see the instant I stood up the AGT killed me. Funny that, you can only walk in a similar way to ob walking.

It is an unfair exploit specific to that map - it is not a global problem like the holes in the Obelisk's defence. On the most part the AGT is leet against infantry. I am currently writing some new rules for fanmade maps on n00bless and this is going to be illegal. Walking the back of either PP and laying a beacon however would be legal as long as you don't jump the wall.

## File Attachments

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1) [siege02.jpg](#), downloaded 938 times

39

+ 038

RYAN

N

+ 038

Credits: 97231

2) [siege01.jpg](#), downloaded 916 times

49

N

EVA

250

100

RYAN

Credits: 97137

Subject: Re: agt walking  
Posted by [sadukar09](#) on Thu, 14 Jun 2007 19:24:54 GMT  
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u didnt get hit by the agt cuz the machineguns didnt see u.  
the rocket wont fire unless the machine gun sees you and shoots you. essentially if the AGT machine guns die (ceiling guns?) the AGT rockets will never fire.

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Subject: Re: agt walking  
Posted by [Sccrscorer](#) on Thu, 14 Jun 2007 20:34:34 GMT  
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wall jump =m wen 2 ppl jump into each other to get over a wall.. agt walk on under = jumping on top of built in objects to get over... how is jumping on things by urself illegal?

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Subject: Re: agt walking  
Posted by [sadukar09](#) on Thu, 14 Jun 2007 21:39:16 GMT  
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that isnt WALL hopping is (in some servers)

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Subject: Re: agt walking  
Posted by [Sccrscorer](#) on Thu, 14 Jun 2007 21:41:09 GMT  
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crazfulla wrote on Thu, 14 June 2007 05:54The above example of walking the PP on under is not AGT walking by my definition becasuse the AGT actually fires (for OB walking the ob does not fire so same rules apply to AGT) however it DOES constitute a wall jump (obviously) and hence should be illegal.

i was responding to this ^^

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Subject: Re: agt walking  
Posted by [puddle\\_splasher](#) on Fri, 15 Jun 2007 11:15:15 GMT  
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Sccrscorer wrote on Thu, 14 June 2007 15:34... how is jumping on things by urself illegal?

Check back for a few topics and read it for yourself

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Subject: Re: agt walking

Posted by [EvilWhiteDragon](#) on Sat, 16 Jun 2007 13:55:57 GMT

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<http://www.blackintel.org/?page=other/tactics> ear the botto of the page. "Walk to GDI powerplant"

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