

---

Subject: Re: Some balance things I've been thinking about

Posted by [iRANian](#) on Thu, 13 Apr 2017 17:53:33 GMT

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

---

Yeah I know about that. Only issue is non-4.0 players...you'll have to test with non-4.0 so the server doesn't think they're damage hacking if you accidentally modify non-splash damage. Although you can change the client-side damage server-side with a server damage hook.

There's also issues with changing HP on units (won't update on their client) and with changing unit speed (causes lag?) with non-4.0. Also things like range won't update for non-4.0 players. But it's do-able. If you enable screenshake but disable it for arties with a objects.ddb ttf then obviously that won't update for non-4.0.

Got a lot more things I've been thinking about, gonna type them out at a later date.

---