So it's a bit like a "Hax" in a sense.

Only you are affected by the change and the other players aren't.

That's just wierd man. I thought that Client side was something far far different...
It turns out that it's just a posh term for HAXORING!

So forget Client side...unless i ran a M00 based major modded server just for people who love Kamuix type servers->Which i don't wanna(Although it's tempting as i love modding things)

BUT. How do i change the shake intensity without crashing my server or haxoring then? I mean server-Side(objects.gm) just crashes my server...