
Subject: Other Type Of Hacks

Posted by [_SSnipe_](#) on Wed, 16 Jul 2008 23:45:30 GMT

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

well this patch stop hacks in objects files that have value barly changed to not be noticeable by biatch but still can use the hacks? like damage orr speed?

how about splash damage hacks?

and no screen shacking?
