Subject: Client object changes via Resource downloader
Posted by cAmpa on Fri, 29 Jun 2012 16:26:30 GMT

I want to change a few thing's in the client objects.ddb and let it load via resource downloader.

My way to do it would be this:
1. Editing objects.ddb file with my changes.
2. Convert it to a package.
3. Install the package.
4. Upload it to the ttfs website.

My question is,
will the client's with my objects file have any trouble with connecting to other servers? [version's mismatch, anticheat etc.]