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

Posted by [iRANian](#) on Thu, 13 Apr 2017 18:03:11 GMT

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Yeah indeed...main issue is that your need to test everything with 1.037 stock and with scripts 3.3.4 to check if there aren't any odd things. For example 1.037 stock, 3.3.4 and 4.0 all behave differently when modifying weapon clips and weapon ammo. Other things like changing unit speed and range need to be tested too etc..

Tank turrets move almost instantly on scripts 3.3.4 which is extremely gay..was fixed in 4.0 after I pointed it out but it's one big exploit.

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