

Hack Name	Notes	Key:	Allowed	Sometimes Allowed	Not Allowed
Accurate Percentage					
Classic Particles					
Coins Show Uncollected					
Collect Coins in Practice					
Dash Orb Colour Split					
Force Don't Enter					
Force Don't Fade					
Force Objects Invisible					
Hide Attempts					
Hide Checkpoints					
Hide Pause Button					
Hide Pause Menu	Not allowed during an attempt, treated as if a death occurs where the player pauses				
Hide Player					
Inversed Trail					
Mini Cube Icon					
No Background Flash					
No Dash Fire					
No Death Effect					
No Effect Circle					
No Force Player Glow					
No Ghost Trail					
No Glow					
No Hide Trigger					
No Mirror					
No New Best Popup					
No Orb Ring					
No Particles					
No Particles Classic	Only in levels made before 2.2				
No Portal Lightning					
No Pulse					
No Respawn Flash					
No Robot Fire					
No Shaders					
No Spider Dash					
No Wave Pulse					
No Wave Trail					
No Wave Trail Behind					
Player 1 On Top					
Player On Top					
Practice Pulse					
Show Total Attempts					
Solid Wave Trail					
Spider Bug Fix					
Stable Pulse					
Stop Triggers on Death					
Trail Always Off					
Trail Always On	Only allowed if the level does not include a section with the Hide Player trigger				
Trail Bug Fix					
Wave Trail Bug Fix					
Wave Trail on Death					

The following list details the hacks from Mega Hack that we allow for submissions to the list.

Players should assume that any hack that is not on this list is not allowed!

If you believe that something should be added to this list or got a question, feel free to contact us through our [Discord server!](#)

Hack Name	Notes	Key:	Allowed	Sometimes Allowed	Not Allowed
<i>Level Edit</i>	Level edit can be used for bugfixes, start positions, and changing song offset - LDMs must be on separate copies!				
<i>0% Practice Complete</i>					
<i>Anti Crash Trigger</i>	Use of this hack on a level where you come in contact with a crash trigger will result in a reject				
<i>Auto Clicker</i>					
<i>Auto Deafen</i>					
<i>Auto Kill</i>	Only eligible for a record at whatever % you die at				
<i>Auto Low Detail Mode</i>					
<i>Auto Music Sync</i>					
<i>Auto No Auto-Retry</i>					
<i>Auto Practice Mode</i>					
<i>Ball Rotation Bug</i>					
<i>Confirm Exit</i>					
<i>Corrective Music Sync</i>					
<i>Everything Hurts</i>	Only eligible for a record at whatever % you die at				
<i>Force Block Type</i>					
<i>Frame Stepper</i>					
<i>Freeze Player</i>					
<i>Hitbox Multiplier</i>					
<i>Ignore ESC</i>					
<i>Instant Complete</i>					
<i>Jump Hack</i>					
<i>No Hitbox</i>					
<i>No Solids</i>					
<i>No Spikes</i>					
<i>Noclip</i>					
<i>Noclip Accuracy</i>	Not allowed if used on Megahack due to cheat indicator NOT being green when active				
<i>Noclip Deaths</i>					
<i>P1/P2 Input Mirror</i>					
<i>P1/P2 Input Switch</i>					
<i>Pause Countdown</i>	Treated as if a death occurs where the player pauses				
<i>Pause During Complete</i>					
<i>Practice Bug Fix</i>					
<i>Practice Music Hack</i>					
<i>Reverse Inputs</i>					
<i>Show Hitboxes</i>					
<i>Show Hitboxes on Death</i>					
<i>Show Layout</i>					
<i>Show Trajectory</i>					
<i>StartPos Lag Bug Fix</i>					
<i>StartPos Switcher</i>	Run must start from the very beginning of the level				
<i>Void Click Bug Fix</i>					
<i>Allow Low Volume</i>					
<i>Auto Safe Mode</i>					
<i>Fast Alt-Tab</i>					
<i>Force Visibility</i>					
<i>Free Window Resize</i>	Any abuse of changing window size will result in a reject				
<i>Lock Cursor</i>					
<i>Mute on Unfocus</i>					
<i>No Menu Music</i>					
<i>No Rotation</i>					

Hack Name	Notes	Key:	Allowed	Sometimes Allowed	Not Allowed
No Transition					
Pause on Unfocus					
Pitch Shifter					
Safe Mode					
Transition Customiser					
Transparent BG					
Transparent Lists					
Zero Delay					
Variables: Y Pos					
Variables: X Pos					
Variables: Wave Pulse Size	Only allowed to decrease the wave pulse size - increasing the size beyond default is not allowed!				
Variables: Speed					
Variables: SongID	Changing the song for any level is allowed				
Variables: Size					
Variables: Rotation Modifier					
Variables: Respawn Time					
Variables: Mirror Speed					
Variables: Gravity					
Variables: Fast Respawn Time					
Status: Opacity					
Status: Scale					
Fonts					
Status: Hide All					
Status: Edit Order					
Status: Testmode, Cheat Indicator, Message, Show Percentage, FPS Counter, CPS Counter, Clock, Session Time, LevelID, Best Run, Attempts, Jumps, Replay Status (Labels/Run Information)	Note: the Cheat Indicator on Endscreen must always be enabled for Mega Hack version 7.0 and above! The FPS counter must always be enabled for any game version pre 2.2!				
Meta: Y Vel, Rotation, Speed, Seed, Full Precision (Labels)					
Meta: X Pos					
Meta: Y Pos					
Meta: Gravity					
Meta: Frame					
Meta: Dead (Label)					
Icon Effects (Player 1, Player 2, Colour 1, Colour 2, Glow, Trail, Particles, Wave, Cycle Speed)					
Same Dual Color					
Icon Randomiser					
Thread Priority					
FPS Bypass	Allowed up to 360fps pre 2.2, any FPS is allowed after 2.2				
TPS Bypass	Not allowed due to it making it hard to know if the fps is accurate to your tps after frame extrapolation was added				
Physics Bypass					
Physics Sync					
Physics TPS (MH v9)	Acts the same as physics bypass in MH v8				
Click Between Frames (MH v9)	Note: enabling and disabling it mid run is NOT allowed				
Vertical Sync					
Lock Delta					
Real Time					
Smooth Fix	Allowed as long it doesn't slow down the game too much				

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<i>Force Smooth Fix, Force SF</i>	Allowed as long it doesn't slow down the game too much				
<i>Flicker Fix</i>					
<i>Low Detail (Help LDM)</i>					
<i>Speedhack</i>					
<i>Capture (MH v7.1 Category)</i>					
<i>Macros: Record</i>					
<i>Macros: Replay</i>					
<i>P1 Jump, P2 Jump</i>	Allowed as long as the player uses no more than 3 different input types				
<i>P1 Swift, P2 Swift</i>					
<i>AntiCheat Bypass</i>					
<i>Hide Level Complete Screen</i>	The endscreen must be visible and readable for any 100% record				
<i>Invisible Dual Fix</i>					
<i>Only Show %</i>					
<i>Frame Extrapolation</i>	Same reason for TPS Bypass				
<i>Show Triggers</i>					
<i>Shipcopter</i>					