
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [iRANian](#) on Thu, 01 Aug 2013 16:24:26 GMT

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Yeah I should probably remove that BIT_CREATION, still working on the code.

I checked the Import_XXXX functions for BaseControllerClass and they only affect BaseControllerClass data members like "CanGenerateVehicles". This might have worked on 3.4.4 but I'm not sure. The PT code is a mess.
