
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [iRANian](#) on Fri, 02 Aug 2013 09:27:24 GMT

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Okay so apparently jonwil doesn't want to add this fix cause it fixes the bug and would cause the state of the client to be different from players without this fix. Even though this fix is the equivalent of rejoining a server after a building has been revived. And even though stuff like vlimit and Commands->Enable_Stealth() are also fixed for scripts clients and so have a different state from stock clients.
