
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [Gen_Blacky](#) on Thu, 21 Nov 2013 22:05:34 GMT

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EvilWhiteDragon wrote on Sat, 03 August 2013 02:00Omar007 wrote on Fri, 02 August 2013 14:02D:

I think it's time to get 4.0 to become an official/required patch for everyone. How are the possibilities of making it an official patch like 1.037?
If we're limiting fixes because the client states would become different it is time to make it so tbh.
Trust me, we're trying.

Try harder D:
