Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by danpaul88 on Sat, 03 May 2014 23:46:21 GMT
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We have never supported nor had plans to support building controllers transitioning from dead back to alive, the engine is not designed to support it and anyone attempting to jury rig it on their own servers are on their own as far as support is concerned...