Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by dblaney1 on Sun, 04 May 2014 00:46:17 GMT
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Except it has been proven again and again that it does work with very minimal modifications. There are a lot of things that the engine didn't support originally that were added by scripts both client and server side. I don't understand the resistance to this idea. Its not like we don't know how to fix it. We do. That parts all done. The only thing needed is to merge it and send it out as part of an upcoming patch.