Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients Posted by Neijwiert on Sun, 04 May 2014 13:30:44 GMT View Forum Message <> Reply to Message

The thing is that the tt is just worried it will cause more problems than it will solve, due to the fact that working with netcode is bug sensitive. I think...

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums