
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [danpaul88](#) on Mon, 05 May 2014 10:43:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

You still cause the killed event to be possibly called multiple times, which breaks the life cycle of the object. Whilst most scripts won't care about this some will and could crash the server.
