Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by danpaul88 on Fri, 16 May 2014 15:24:11 GMT

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The constructor is ALWAYS called, even before Created gets called. Setting your pointers to NULL in the class constructor should always be safe.

(EDIT: I see you edited your post so the above is irrelevant now)