
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [danpaul88](#) on Thu, 26 Jun 2014 15:52:11 GMT

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

I don't even include scripts.dll or indeed any W3D based stuff on my CV... this is something I do in my free time and I don't expect anything from it.
