Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by reborn on Fri, 27 Jun 2014 11:07:06 GMT
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jonwil wrote on Fri, 30 May 2014 07:59As the guy who is (at this point) basically in charge of any future scripts releases for Renegade, I am going to say that this feature will NOT be included (regardless of whether any future releases get made or not). Continuing to ask for it will not help, it will just make me even less likely to care about your feature.

Don't ask for it to go in, because the answer will be even more of a no? lol...

zunnie wrote on Sun, 22 June 2014 13:11If this were requested for APB, it would'be been done yesterday lol.

Yeah, he's kinda right.