

---

Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients  
Posted by [Xpert](#) on Mon, 30 Jun 2014 14:31:27 GMT

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

---

EvilWhiteDragon wrote on Sun, 29 June 2014 04:57Xpert wrote on Sun, 29 June 2014  
00:29EvilWhiteDragon wrote on Sat, 28 June 2014 11:45How do you illegally destroy a building?

Tunnel Beacon  
Building Hopping  
Ledge Beacons on Glacier\_Flying  
Killing the AGT above the map on Under

Need I say more?

I'm against building revival in terms of game modes, but the idea of having building revival incase one of the above occurs - I don't see why this is such a big deal. Iran even made the patch already.

If you want the above, wouldn't it make more sense to fix/block these things rather than, as a workaround for when a mod is available, revive buildings?

Ya, wouldn't it make sense that the TT team fix/blocked these things?

---