
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [Xpert](#) on Mon, 30 Jun 2014 19:37:14 GMT

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Who said I'm angry? LOL? I'm not angry at all. I'm only responding to what you said. You talk about those things making sense to be fixed server side. I'm only saying, if it makes sense to fix them, then why didn't TT do it?

Just like building revival. Iran made a fix for it to update the PTs, but no one has provided a solid reason as to why it shouldn't be included in the 4.x patch other than the "because it won't" statement.
