

---

Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients  
Posted by [StealthEye](#) on Mon, 30 Jun 2014 22:37:24 GMT

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

---

You are probably right, but I would still want to check it. I never implement something relying only on what someone else says.

I hope so too.

---