Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by danpaul88 on Tue, 01 Jul 2014 18:06:58 GMT
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You can rant and rave all you like, it won't change the fact that we won't just throw a random bit of bodge code in to make you happy. If it's going to be done it will be done properly.

The more you whine and moan about it the more irritated we all get with you and this in turn makes people less inclined to look into it. You really do have very poor people skills, you might want to look into that.