Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by dblaney1 on Tue, 01 Jul 2014 18:20:18 GMT
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Sorry if I got a little carried away in this topic. I hope that this feature is added. Thank you TT for helping keep this game fresh even 12 years later.

In my defense though I never have put personal insults in my posts.