Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients Posted by danpaul88 on Wed, 02 Jul 2014 09:47:55 GMT View Forum Message <> Reply to Message

jonwil wrote on Wed, 02 July 2014 00:17#2 is how I would do it.

Ditto. It's more future proof too.

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