
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [Omar007](#) on Thu, 01 Aug 2013 12:35:42 GMT

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This is what makes you able to purchase infantry and vehicles again. It used to anyway; as I said I don't know if this code still works with 4.0.

It worked with 3.4.4. You could just try it with 4.0

PS. If you do, let me know if the code still works
