
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [Ethenal](#) on Sun, 04 May 2014 00:56:20 GMT

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dblaney1 wrote on Sat, 03 May 2014 19:46 Except it has been proven again and again that it does work with very minimal modifications.

Where? I don't know about you, but I've never seen any proof of this.
