
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [dblaney1](#) on Sun, 04 May 2014 19:55:25 GMT

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Thanks man. I uploaded another video, this time of a refinery restoring, demonstrating that the harvester automatically rebuilds and the credit tick restarts perfectly.

<https://www.youtube.com/watch?v=qF3PVFHTusg>
