
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [Jerad2142](#) on Fri, 30 May 2014 00:37:17 GMT

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zunnie wrote on Thu, 29 May 2014 06:41 Still i would like it
You need to offer incentives Zunnie, I suggest offering money or sexual favors.

On a side note I was on a server yesterday and buildings were coming back to life just fine and all
I'm running is the latest scripts release.
