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Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients  
Posted by [Ethenal](#) on Fri, 30 May 2014 04:45:46 GMT

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The fact of the matter is that at this stage in the game, very few people would benefit from this "modification" anyway. Yes, some people would definitely reap something from this - but not very many, and certainly not enough to make such a fuss about it.

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