
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [jonwil](#) on Fri, 30 May 2014 11:59:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

As the guy who is (at this point) basically in charge of any future scripts releases for Renegade, I am going to say that this feature will NOT be included (regardless of whether any future releases get made or not). Continuing to ask for it will not help, it will just make me even less likely to care about your feature.

As of now, we have NO plans to push any further scripts builds in any case (if bugs show up that are game-breaking, we MAY consider a new build but as of right now there are no game-breaking bugs that we need to deal with)
