Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by bmruze on Thu, 26 Jun 2014 15:13:10 GMT
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What they have done so far with the scripts will look good on their resume. Why take a chance on incorporating something that could cause more issues and require more work. Stick with what's solid and working.

I am in no way saying that they are lazy or are only doing this to help their resume. I'm just saying that this is what I would do if I was them.