
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [jonwil](#) on Fri, 27 Jun 2014 23:40:09 GMT

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

zunnie wrote on Mon, 23 June 2014 01:11 If this were requested for APB, it would've been done yesterday lol.

Actually no, I wouldn't add this feature for APB. At least not in the way that people are asking for here.
