Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by Ethenal on Sat, 28 Jun 2014 00:37:44 GMT

All this nonsense ignores the fact that allowing buildings to be revived is a pretty dubious Renegade "feature" LOL

And what I mean by a "dubious Renegade feature" is that it's an absolutely terrible idea bar-fucking-none