Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by Xpert on Sat, 28 Jun 2014 22:29:37 GMT

EvilWhiteDragon wrote on Sat, 28 June 2014 11:45How do you illegally destroy a building?

Tunnel Beacon
Building Hopping
Ledge Beaconing on Glacier_Flying
Killing the AGT above the map on Under

Need I say more?

I'm against building revival in terms of game modes, but the idea of having building revival incase one of the above occurs - I don't see why this is such a big deal. Iran even made the patch already.