Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by zunnie on Mon, 30 Jun 2014 22:44:36 GMT
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We've been reviving the PP's, Ref's and Defenses for at least 2 years now. No problems whatsoever. Quite a few people including server owners and developers would love to see this happening for the Infantry- and Vehicle Factories.