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Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients  
Posted by [Ethenal](#) on Tue, 01 Jul 2014 16:55:52 GMT

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Of course it's hacky, you're setting an internal netcode flag in a manner that wasn't originally intended, I have no clue how you can possibly tell me it's not "hacky." Being "hacky" does not make it incorrect, but it does make it "hacky." Or maybe see the term kludge

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