
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [danpaul88](#) on Fri, 30 May 2014 08:42:26 GMT

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

Lots of people have degrees in computing. In my experience that doesn't necessarily mean they know the first thing about computing... degrees just mean you memorized what you needed to know to pass a test, they're useful for getting your foot in the door as a graduate but beyond that you need to prove yourself in battle with the compiler and prove you know your stuff.

But that's by the by, just saying that I'm not impressed by anyone who thinks quoting their degrees somehow indicates their level of competency.

And, for the record, no, we will not be pushing an unverified third party file which wasn't generated by our build server to the patching system.
