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Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients  
Posted by [dblanky1](#) on Tue, 01 Jul 2014 16:31:31 GMT

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Ethenal wrote on Tue, 01 July 2014 08:49TT team wants a proper fix, the random programmers want a hacky fix

obviously TT wins

There is nothing hacky about what we are doing. Everything we are using is right in the scripts api. We prefer it this way as it not only provides more flexibility, it also is less likely to break other parts of then completely changing the way the engine handles building controllers.

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