Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by EvilWhiteDragon on Tue, 01 Jul 2014 06:14:04 GMT

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dblaney1, you can argue all you want, but in the end the result is that the TT coders would want to be sure of the complete impact of such change. Just trying it and seeing if there's any difference is not the same as completely evaluating the code to determine noting out of the ordinary happens. Since such analysis took/will take a lot of time, this hasn't been done yet, and will not be done by the currently known TT members.