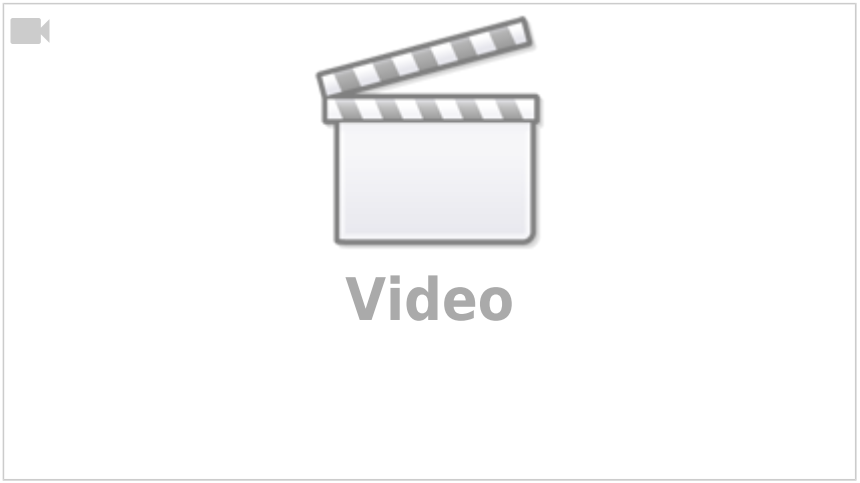
Instantly Aged Objects

Instantly Aged Objects, Object Desynchronization or whatever you prefer to call it, is a convenient way to create an object that is already old, most handy when used with a Spawner.

See the video below that gives a great overview of this feature.



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