Blueprint desync

Blueprint desync / Client-side edited structure mismatch

A pretty complex glitch that goes as follows:

1. You being whitelisted
2. You editing someone's structure or blueprint
3. You being unwhitelisted whilst still in edit mode
4. Exiting the menu

After doing these steps the structure should be invisible for your client.
Allowing you to build inside those structures.

I did not find this glitch, some guy with a pyramid found it but did not document the glitch.
So there are only a few people who know how to do this.

It's extremely powerful for experimental builds since this allows you to build inside anything.

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