
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [iRANian](#) on Tue, 01 Jul 2014 08:53:30 GMT

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danpaul88 wrote on Tue, 01 July 2014 01:14 Also, given that you've just admitted you need a plugin to undo some of the effects tells us that simply setting the flag is NOT enough, despite the fact you keep insisting that it is. Thus there is more work required to properly revive a building at an engine level without requiring additional plugins to fix the state of various things.

The flag that needs fixing only needs fixing client-side, when you revive a building the flag is SET properly server-side but clients don't update the flag.

The other things that are needed like updating power to the building, allowing Harvester to resawn and allowing infantry/vehicle purchases have been known and have worked properly for about 6 years or so now.

So I'm not really sure why it's being brought up.
