Subject: Re: revive a building?
Posted by jonwil on Fri, 02 Feb 2007 10:10:38 GMT
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The problem is not creating the new building controller, that part is easy. The problem is that there is no way to remove the dead (and now destroyed) building controller from the building list without client side code. There is also no way to set the "building is dead" flag to "alive" without client side modifications as the client has extra code (presumably anti-cheat or something) designed to reject any data that tries to set the flag to "alive"