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Subject: Re: Is it true

Posted by [Yrr](#) on Wed, 06 Jun 2007 17:22:54 GMT

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gamemodding wrote on Wed, 06 June 2007 16:34 Making a mod to allow the buildings to be restored is quite simple, without the client needing the scripts.

However, since i need the address + some info about a class in the server, i am unable to do it.

For the some buildings, it is NOT possible. Every building has an additional variable called 'destroyed', which is set to true on destruction. The server will tell the client 'the building was destroyed' and the client sets 'destroyed' to 'true', too. If you restore the building on the server, the server is unable to set the client's variable back to false. Infantry and vehicle buildings cannot be used through purchase menu, because the client still thinks that the building is destroyed. Additionally, it may happen that a restored building has full health for the client, but is still darkened as if it was destroyed.

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