
Subject: Re: Buying Back Dead Buildings
Posted by [reborn](#) on Mon, 04 Feb 2008 00:32:33 GMT
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Yrr wrote on Sun, 03 February 2008 18:40reborn wrote on Sun, 03 February 2008 23:16Yrr wrote on Sun, 03 February 2008 17:00Get Resurrection, enable revivable buildings in configuration and attach script RR_ReviveBuilding to the building to revive it.

Please can you explain how that works in depth? Did you actually manage find the right calls and update the client or have you done it some other way?
Please can you explain it with detail?

Since a real revive for normal Renegade users is impossible, RR does it like that:

On building destruction, it sends the following information to non-RR clients instead of sending the destruction:

- set health to 1hp
- turn power off

So non-RR clients can still target the building and it is not darkened, but from inside it looks like destroyed ans there is no health bar.

RR-clients have a client-side fix to allow resurrectable buildings so they see buildings destroyed as usual.

Once RR revives a building, it sets health to 50%, enables power, reinitializes it, re-attaches preset scripts and for AGT and Obelisk, it re-initializes their turrets.

Took me some days to make all that work correctly.

It can be used easily soon, since I'm currently a plugin system for RR, and there you only have to use `building.revive()`;

That's pretty cool. But how do you make the Purchase terminal appear "disabled" for the non-rr clients when a building is supposed to be dead?
Also, how do you make the clients see the prices doubled for when the power plant is supposed to be dead, but really it's just had it's health set to 1?

v00d00 also said it was impossible to make clients update the purchase terminal without rejoining the server, however, I also heard that Silent Kane manged it server-side. Perhaps it was a Chinese whisper :-/
