Subject: Re: Question regarding reviving buildings
Posted by Omar007 on Mon, 19 Sep 2011 17:27:14 GMT

iRANian wrote on Mon, 19 September 2011 19:11edit: One thing I've noticed is that your client thinks that the building is dead (e.g. shows the dead building model) until you shoot it with a pistol or anything else.
Hmm if I recall correctly this part of the above code
Set_Object_Dirty_Bit_All(b, DB_RARE, true);
Should update the clients :S