Subject: Re: Question regarding reviving buildings Posted by Omar007 on Mon, 19 Sep 2011 17:27:14 GMT View Forum Message <> Reply to Message

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

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