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Subject: Re: Building Destruction not showing Player  
Posted by [danpaul88](#) on Tue, 11 Oct 2011 14:15:49 GMT  
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If I understand what he has done correctly he is not using building controllers and is instead creating 'buildings' as vehicle objects which spawn a destroyed object upon their destruction which has an animation. Not entirely certain though, if I am wrong perhaps he could post a clarification? Perhaps a few screenshots of LevelEdit presets so the TT team could replicate a similar setup for debugging purposes.

EDIT;

But, regardless, you're correct, upon player join they should be informed of all applicable object states. In this instance it appears as if the animation frame state is not being sent at join, if I understood his post correctly.

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