
Subject: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [iRANian](#) on Thu, 01 Aug 2013 00:00:40 GMT

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Could support or a function be added to sync or change the IsDestroyed flag of a BuildingGameObj via the server? It's the only issue with properly working building revival. Of course this would only be supported by 4.0 clients.

[20:33:10] <iran> I was fixing up my building revival plugin and I got everything working now for maps without duplicate structures, one issue though:

[20:33:40] <iran> after reviving a building on the server the IsDestroyed flag is still set to true on clients unless they restart

[20:34:59] <iran> i ran the client under a debugger and I set BuildingGameObj offset 0x778 (which contains a IsDestroyed bool flag) to false on the hand after reviving it

[20:35:44] <iran> this allowed me to buy infantry again, but there is no way to set the IsDestroyed flag for clients via the server

[20:36:47] <iran> *hand of nod after reviving it

[20:37:14] <iran> the IsDestroyed flag not syncing with the server affects the follow things I've seen:

[20:37:32] <iran> 1. Can't buy from revived production facilities

2. no death announcement is made for revived building (damage announcements still work)
