
Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by [Omar007](#) on Thu, 01 Aug 2013 10:02:24 GMT

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It has been a really long time since I did something with W3D coding but I was able to dig up some very old code:

```
void Set_Object_Dirty_Bit_All(BaseControllerClass *Base, DIRTY_BIT Bit, bool Set)
{
    for (int i = 1; i < 0x80; i++)
    {
        if (Set)
        {
            Base->DirtyBits[i] |= Bit;
        }
        else
        {
            Base->DirtyBits[i] &= ~Bit;
        }
    }
}
```

```
void Restore_Building(GameObject *obj)
{
    if (!Commands->Get_ID(obj) || !obj)
    {
        return;
    }
    GameObject *o = As_BuildingGameObj(obj);
    if (!o)
    {
        return;
    }
    char *c = (char *)obj;
    c += 0x778;
    bool *x = (bool *)c; //Is building destroyed bool
    *x = false; //Make it false
```

```
BaseControllerClass *b = BaseControllerClass::Find_Base(Get_Object_Type(o));
if (b && !Is_Building_Dead(obj))
{
    if (Is_SoldierFactory(o))
    {
        b->CanGenerateSoldiers = true;
    }
    else if (Is_WarFactory(o) || Is_Airstrip(o))
    {

```

```
        b->CanGenerateVehicles = true;
    }
    else if(Is_PowerPlant(o))
    {
        b->IsPowered = true;
    }
    Set_Object_Dirty_Bit_All(b, DB_RARE, true);

    float max = Commands->Get_Max_Health(o);
    Commands->Set_Health(obj, max);
}
}
```

I have no idea if this is still valid code for 4.0. The part that should sync the clients is the Set_Object_Dirty_Bit_All if I recall all of this correctly (and I didn't just dig up old broken code xD)
