
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [iRANian](#) on Thu, 01 Aug 2013 12:04:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Did that work properly, e.g. could clients buy advanced infantry if they were in-game before say the Barracks was revived? With what I currently have after the barracks is revived players can't buy advanced infantry because the clients still think the Barracks is destroyed (unless they restart).

Can't say I've tried modifying the BaseControllerClass object.
