
Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by [jonwil](#) on Fri, 02 Aug 2013 01:32:39 GMT

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In 4.0, I can state 2 things:

1.The PT code (for the standard stock PT at least) will NOT let you purchase an object unless the barracks/vehicle factory is still alive.
and 2.The building netcode will NOT let you toggle the "IsDestroyed" flag from "false" to "true" over the network at all no matter what you do.

So basically there is NO WAY to bring back vehicle/infantry purchasing in the stock logic.
As for making changes to scripts so it is possible, the answer is no, its NOT going to happen.
