
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [iRANian](#) on Fri, 02 Aug 2013 07:30:10 GMT

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I mean it's just a manual function to send a netcode command to clients telling them the network ID of the building and whether the IsDestroyed flag should be set to 'true' or 'false'. I don't really see the issue with that.

Why add support for building revival with the scripts.dll API command Restore_Building() when it doesn't work properly because of a tiny bug on the client? You could probably fix the bug on the client side too by setting IsDestroyed to false if the building health isn't 0.0f, somewhere in a Import_XXX function for the building, because the client still updates the health of the building even when the IsDestroyed flag is set.
