
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [dblaney1](#) on Sat, 03 May 2014 20:38:39 GMT

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I know this has been a while since this topic was active but I strongly feel that the next maintenance patch needs to address this. While the reasons for not patching it was that it would make the clients destroyed state different for those running scripts and those that don't, at the moment it is actually far more fragmented. Clients that join after the restore have the destroyed flag set to false while those who were ingame prior will have the destroyed flag set to true, even those on the latest scripts, which on many servers is the vast majority, especially ones that make use of the advanced features like building restores where 4.0 and above is actually mandatory. Overall this would fix a ton of issues regarding building restores such as proper factory restores, but also fix the broken death announcements that happen on all buildings. Fixing this client side would ensure that all clients running the latest scripts would have the same building state, where as today even players on the same scripts versions can have differing building states. Being able to properly restore factories would also encourage those who are on old versions of scripts to upgrade as well reducing the number of cheaters who use old versions of scripts that are still susceptible to hacks. I see this as a win for all players. I'd much rather see 98% or so percent of the clients have the same building destroyed state than the current mishmash of destroyed states that the current situation has.
