
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [dblaney1](#) on Sun, 04 May 2014 21:26:07 GMT

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Got one last video showing the ingame building restore powerups in action rather than the server console command.

<https://www.youtube.com/watch?v=TM2hBLbJfGg>

Both the Refinery and Airstrip are dead. I restore the Refinery first and it requests a new harvester but because the Airstrip is dead it can't build one. I then restore the Airstrip and because the Refinery had requested a Harvester earlier once the Airstrip is restored it immediately constructs the requested Harvester.
