
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [iRANian](#) on Mon, 05 May 2014 12:13:21 GMT

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None of the default game scripts have issues with it, and I assume only a very small amount of custom scripts will...and that's the responsibility for the server owner.

Mind you that reviving buildings server side has been possible for YEARS now. The discussion pertains to fixing clients so players don't need to rejoin the server for the building to update from 'dead' to 'alive' on those clients who were in the server when the building was revived.
