
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [dblancy1](#) on Wed, 07 May 2014 19:57:11 GMT

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iRANian wrote on Wed, 07 May 2014 12:50I thought you hoped it DOES get in the next patch? ;p
Whoops fixed it. Chrome autocorrect or something did that.

Also I have been running this client side patch the past few days without a single crash or glitch and have joined several different servers. Building restores also work perfectly on my test server including factories. On UltraAOW newmaps this patch fixes the missing building death announcements on restored buildings as well. (they only do restores of PP, Ref, Defenses) I recommend more people test it out. Just make a backup of your bandtest.dll and download this one. This is for the latest scripts version.

<http://www.renegadeforums.com/index.php?t=getfile&id=14941&>

Overall, I'd settle for a patch that only changes this.