
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [StealthEye](#) on Sat, 28 Jun 2014 19:20:00 GMT

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I think it is valid for adding/changing game modes. (I doubt if I would like them, but that's another story.) I would integrate this fix if there would be a next TT scripts.dll release for Renegade, as I do not think it breaks anything for servers that do not attempt to revive buildings. (This wasn't so clear to me in August 2013 when it was originally requested, and I meant to investigate it but never got around to it. Sorry for that.)
