
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [EvilWhiteDragon](#) on Mon, 30 Jun 2014 16:13:58 GMT

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Xpert wrote on Mon, 30 June 2014 16:31 EvilWhiteDragon wrote on Sun, 29 June 2014
04:57 Xpert wrote on Sun, 29 June 2014 00:29 EvilWhiteDragon wrote on Sat, 28 June 2014
11:45 How do you illegally destroy a building?

Tunnel Beacon
Building Hopping
Ledge Beacons on Glacier_Flying
Killing the AGT above the map on Under

Need I say more?

I'm against building revival in terms of game modes, but the idea of having building revival in case one of the above occurs - I don't see why this is such a big deal. Iran even made the patch already.

If you want the above, wouldn't it make more sense to fix/block these things rather than, as a workaround for when a mod is available, revive buildings?

Ya, wouldn't it make sense that the TT team fix/blocked these things?

Well, since I resigned of the TT team, I can't say for sure, but at the time the stance was to change bugs rather than possible gameplay. Tunnel beacon might have been intentional, and the other things could've been fixed when the TT team made some mapfixes. Apparently, public beta-testing didn't find these bugs when we were actively developing. As for building hopping I'm not sure what you mean btw.

Oh and you seem to be quite angry at a team that consist of people who are (were) fixing Renegade in their free time. If you really need to be angry, then direct it at EA. When did they last showed any kind of support for Renegade?
