
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [StealthEye](#) on Mon, 30 Jun 2014 21:58:15 GMT

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The most likely reason for the issues Xpert mentioned is that TT mostly has/had coders, and not much mappers. I do not think the issues can be solved properly in code (only with very nasty map-specific checks or such to avoid side-effects). I agree that, ideally, TT would fix issues like these.

Like I said, that does not go for the IsDestroyed thing; I was planning to integrate that, because although it is not a technically perfect solution to building revival, it does not do any harm either.

I think jonwil rejected the change originally because it is hard to determine from the code whether the actions that are performed on building destruction are reverted correctly when the building is revived: it appears that they are not. Before making a change, we normally check the impact on other parts, to avoid breaking them, which in this case is quite time consuming and error prone: a quick glance at the related code raises a lot of questions on whether everything will be properly synchronized. A proper solution would most likely require a significant time investment. I am still not convinced that buildings can be revived "perfectly" - including all announcements, sound changes, etc. - and safely - without introducing other bugs, with the IsDestroyed change alone. I wouldn't be until I had done that research, and I wouldn't do that because there were more stressing issues. Therefore, I would normally reject the change. Yet, as pointed out in this topic, the exact side effects are less important, because all servers not attempting building revival will be unaffected anyway. This is much easier to check (I checked it when I wrote my previous post in this topic). That is the reason why I would still implement the change, even though I am not sure of the exact impact it has.
