
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [jonwil](#) on Tue, 01 Jul 2014 01:41:19 GMT

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IF I was going to implement this (for Renegade or otherwise) I would be implementing this by a separate piece of netcode and other logic that specifically existed to "revive buildings" and undo whatever normally happened when a building died (with each building having its own separate logic to undo everything) rather than implementing it by modifying the current logic that sets the IsDestroyed flag.

I would do it that way because a specific "hey, bring this building back to life" flag (and engine call) that did all the right things would ensure the buildings are brought back to life properly and every step required is taken (there are things that happen as a result of building destruction that aren't immediately obvious).

Note that this doesn't imply I will be working on this feature, just that that is how I would implement it if I did work on it and how I would expect it to be implemented by anyone else who ended up doing scripts work for Renegade (if that should happen in the future)
