
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [dblaney1](#) on Tue, 01 Jul 2014 14:31:32 GMT

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iRANian wrote on Tue, 01 July 2014 07:29 The current situation in regards to building revival on the server is fine; the building revival console commands plugin contains a full open-source implementation to revive all buildings and to set their state correctly and I know numerous people have already used the code, including [dblaney1](#) and [Xpert](#).

Exactly, no huge engine changes are needed, just a simple one to sync the client states. With that fix, the destroyed announcements and the ability to build units from a factory is fixed for clients which are the only things that currently are not working. Things like rebuilding harvesters, setting base power, the restarting of the refineries credit tick, etc work already.
