
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [dblancey1](#) on Tue, 01 Jul 2014 17:33:42 GMT

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Xpert wrote on Tue, 01 July 2014 10:26 Because those buildings are just script attachments. Yes we can revive the buildings by reattaching the scripts but it still needs the IsDestroyed flag because it isn't actually registered as being alive. When you kill the building again, there's no EVA sound because it's set to destroyed to begin with.

Yup that's what I was saying. Iran's fix which syncs the isdestroyed flag fixes both the destroy messages and the ability to build units from the PT.

If you wanna test it make a backup of your bandtest.DLL and use this patched version. This is only needed on your client. Nothing needs to be changed on the server. I have been running it for over two months now. Fixes both the PT's and destroyed messages. This patch allows the client to set the isdestroyed back to false. The server already sends out the proper netcode to the clients. The clients just don't have the ability to set the flag to false without the patch.

<http://www.renegadeforums.com/index.php?t=getfile&id=14941&>
