Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by Xpert on Tue, 01 Jul 2014 17:43:06 GMT

Ethenal wrote on Tue, 01 July 2014 13:28I did not say it didn't work, I said it was a kludge, which you pretty much just agreed with. Stop ignoring me and actually read my post!

Look, the bottom line is that neither dblaney1 or I understand the implications of this change in the code more than jonwil or StealthEye, and that is what I'm trying to say. If you try to tell the few people that still read this forum that you are the messiah and are more knowledgeable than either individual, nobody's going to listen to you because both of them have put years of work into this game, and those of us that still play have benefited from their individual work for many, many years.

I don't know if that was directed at me but I think you completely misread my post. I'm not disagreeing with you. I'm trying to explain that the reason why those buildings work is not because of a "hacky" method, but it's because it's just script attachments and nothing else.

God what a cluster fuck of a topic.

I actually agree with why they didn't do it. I'm trying to explain that the methods to revive those specific buildings, weren't hacky. Those buildings only needed script attachments. The same can't be done with the WF/Air + Bar/Hand because those require updating clients.