
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [iRANian](#) on Tue, 01 Jul 2014 18:27:37 GMT

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I'm not sure what the discussion is even about anymore--I already made the fix and it's a only line change to update the IsDestroyed flag in the BuildingGameObj netcode update code. The flag would only get updated when the state changes to IsDestroyed = true, my change makes the client always update the state.
