Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by Jerad2142 on Wed, 02 Jul 2014 14:28:53 GMT
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Hate to ask but it seems like all that would really be required is sending a message to the client on join for all the builds on the map, like how animated tiles work, when you join the game they all play animations to the frame they're at on the sever (IE, if you have a radio tower that tipped over server side 25 minutes ago, and a player joins, they get to see it tip over the second they get in game).

The only difference here would be the message would tell the client to set the buildings destroyed flag to the supplied parameter.