Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by dblaney1 on Tue, 15 Jul 2014 22:26:32 GMT
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Whitedragon wrote on Tue, 15 July 2014 02:13Started working on this.

Full client support, even on non-4.2 servers.

You can revive buildings with the revivebuildingbytype, revivebuildingbypreset, and revivebuildingbyname console commands, or by calling BuildingGameObj::On_Revived directly.

Sounds great. Thanks.