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Subject: Re: Work is being resumed on scripts for Renegade

Posted by [Whitedragon](#) on Sun, 27 Jul 2014 20:36:16 GMT

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dblaney1 wrote on Sun, 27 July 2014 11:10 Can the syncing of building controller team changes be fixed? The building always shows as the team for whenever the client loaded the game. If it was teamed to nod when they loaded the icon always says nod etc. The icon and worldbox are incorrect. This is problematic for capturable neutral buildings that use actual building controllers rather than vehicles particularly for clients that joined after the building was captured but one of the teams. Even if they capture it back the worldbox and the icon show as the other team. Already added this to the list, it won't be in 4.2 though.

dblaney1 wrote on Sun, 27 July 2014 11:10

Also is there an explanation for which buildings stuff shows up in the building status screen? Is this configurable at all? I haven't really looked into it much.

It displays the first base defense, refinery, power plant, soldier factory, and vehicle factory on the team.

dblaney1 wrote on Sun, 27 July 2014 11:10

Another useful thing would be to be able to initialize new building controllers mid game but I am not sure how feasible that would be. It works server side but clients already connected don't sync it properly. Those that join after the new building controller do however.

As far as I remember this actually works fine as far as giving players the functions of the building. Don't know if it'll work with the building meshes.

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