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Subject: Re: revive a building?

Posted by [reborn](#) on Fri, 02 Feb 2007 10:43:53 GMT

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Quoting WhiteDragon September 25, 2005, 04:58:42 am

Quote:It is possible to bring buildings back to life, however you cant bring the building controller back to life. Meaning that you would have a building that basically did nothing and didnt count towards your team's building count. For example if you had a revived barracks and a regular weapons factory, you wouldnt be able to buy advanced infantry, and if the weapons factory was destroyed the game would end.

jonwil wrote on Fri, 02 February 2007 05:10The problem is not creating the new building controller, that part is easy. The problem is that there is no way to remove the dead (and now destroyed) building controller from the building list without client side code. There is also no way to set the "building is dead" flag to "alive" without client side modifications as the client has extra code (presumably anti-cheat or something) designed to reject any data that tries to set the flag to "alive"

Between the two of you, you have the solution. Relationships between you two are good. Do it. =]

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