
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [dblanky1](#) on Sun, 04 May 2014 17:20:59 GMT

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Unlike vehicle objects, when buildings are destroyed they aren't deleted. They still exist. Ultraaow Newmaps has been running building restores on refineries, power plants and base defenses for quite a while now without issue. The only issue is syncing with client states of the destroyed flag which is what stops the factories from working without exiting and rejoining which will in fact sync the destroyed flag. Only clients who were in the server prior to the restoration have the flags still set as destroyed. I don't see what the problem is with patching this. If a server isn't running building restores then it won't affect them anyway since the building states will always remain as destroyed in that case. Also considering scripts are all executed server side and that behavior has worked bug free with building restores I don't see how that is an issue. Base defenses can be restored perfectly which rely on scripts to function. As can refineries, power plants, construction yards etc.

I have also written my own plugin and tested this behavior extensively. The building controllers handle restores just fine without issue. And the scripts on building controllers are handled server side anyway where the flags do switch from destroyed to not destroyed just fine currently. So a client side change wouldn't have any affect on that behavior anyway.

Overall, considering restores have been used everyday on a server for months if not years on a server without issue, (I only returned to playing renegade about 6 months ago) I don't see why we can't move to make this work client side as well.

Right now, servers that use restores actually have greater client mismatches than they would with a client side fix as all clients running the latest scripts would have the same state rather than the differing ones they have now.
