
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [dblancey1](#) on Sun, 04 May 2014 20:10:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Heres my source and dll for the modified version of your plugin you released for 4.0. This works perfect on 4.1. Most of the hacks actually aren't needed with 4.1 such as the powerplant ones. Simply toggling base power on was enough to power all the buildings on including the base defenses.

If anyone wants to see it in action download the latest bandtest that iranian uploaded and join my test server called dblancey testing gameplay, join here.

<http://www.renegadeforums.com/index.php?t=getfile&id=14941&>

File Attachments

1) [BuildingRestore.zip](#), downloaded 275 times
