Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by dblaney1 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 dblaney testing gameplay, join here.

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

File Attachments
1) BuildingRestore.zip, downloaded 239 times