Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by Omar007 on Thu, 01 Aug 2013 15:24:00 GMT
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Hmm it actually seems the restore building 4.0 function kinda does what I had in mine.
Sadly I'm seeing a lot of new functions in your code from which I have no idea what it does aside from an educated guess.

PS. I believe you should delete the BIT_CREATION. The Restore_Building already sets the BIT_RARE.
PSPS. I've never had to damage a building for it to sync with a client...

As I said it has been a very long time but based on my old code I would think it would be something like this in 4.0... :/

```
void Revive_Building(GameObject *Building)
{
 if (Building == nullptr || !Is_Building_Dead(Building)) return;

 Restore_Building(Building); //Scripts API call already sets BIT_RARE and I assume
Set_Is_Destroyed does the 0x778 offset bool or something similar.

 float max = Commands->Get_Max_Health(Building);
 Commands->Set_Health(Building, max);

 //The remaining stuff; restore power, harvester, w/e
}
```

But I really have no idea why that wouldn't work tbh, sorry
I'm almost 100% sure that old code I dug up used to work under 3.4.4. (I may have my files organized/archived but that doesn't mean I remember if it all worked for a 100% xD)