Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by dblaney1 on Sun, 04 May 2014 01:02:15 GMT
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The Original poster of this thread released tweaked client side dll's that synced the destroyed flag as described in this thread. The method of how to patch it is also described in this thread. I just don't see a reason to not add support for this. It would add a lot of possibilities for modders and server operators alike. I don't see any downside to having more consistent clients states either. Hopefully Iranian sees this and can provide you with a 4.1 patched version. The one I found was for 4.0. If someone can tell me where the function mentioned about half way down this page has moved to in 4.1 i'll gladly patch it myself and show you that way. If we had this response to every change made by scripts so far we wouldn't have higher vehicle limits, commands->enable_stealth, and many other things. I am thankful for everything this community has done.