Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by danpaul88 on Sun, 04 May 2014 16:02:44 GMT

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Breaking the lifecycle contract of a GameObject is incredibly dangerous and, whilst it might work in limited test cases, you fail to see the wider implications.

All GameObjects have a guarunteed lifecycle whereby they transition from Created -> Destroyed, usually via Killed unless removed from the level by a script or other event. Scripts attached to that object are free to make the assumption that they can clean up resources once Killed or Destroyed are called. Subsequently causing that GameObject to be alive again and triggering Damaged events or another Killed / Destroyed event in this case would cause that script to be in an invalid state and could result in a crash.

This is one of many resons why transitioning ANY object from Destroyed back to a "live" state will NEVER be officially supported.

The only valid way to do this is to instantiate an entirely new GameObject instance... and it is not possible to create building controllers at run time because they are part of the level static data.