
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [dblanky1](#) on Sun, 04 May 2014 18:32:20 GMT

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iRANian wrote on Sun, 04 May 2014 11:03My version is 4.10.6640 from 9 February 2014. I actually just updated from 4.0 to 4.1 because of the issues. It isn't doing any new updates for me so I assume I have the latest version.

The bandtest you uploaded is not the latest. Yours is one of the earlier 4.1 releases that had the

I uploaded a video of the restores working with the bandtest you posted. It works exactly as intended. It fixes both the ability to purchase vehicles and infantry, and fixes the building death announcements as well. No negative side effects have been observed.

https://www.youtube.com/watch?v=_7WWOvR5PUE

I am trying the patch the latest file now and got up to the 770 part but I still trying to learn that debugging program and am having a little trouble following it. I will update you on whether I was able to complete your instructions.

If you can iRANian, download the latest patch for TT from the website and see if you can patch it. The version you are on is not the latest and many bugs were fixed since that release.

The one you uploaded was 6440. The latest is 6482.

<http://www.tiberiantechnologies.org/downloads>
