Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by iRANian on Sun, 04 May 2014 20:01:07 GMT
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I did all those tests too, I did the patch originally as I finished a plugin which adds building revival console commands and I wanted the building state to update back to alive.

I did a bunch of hacks in the plugin code so I eventually got all the building state working except the 'IsDetroyed' BuildingGameObj member variable, (which is the offset 0x770). I figured that out after I noticed I wasn't getting building under attack and building destroyed announcements for the building after it was revived and I checked the server code.

http://www.renegadeforums.com/index.php?t=msg&th=40368&start=0&