
Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by [dblaney1](#) on Sun, 04 May 2014 20:24:45 GMT

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Thanks, hopefully we can change TT's mind and atleast get them to test what we have provided to show them that it doesn't cause any bugs.

<https://www.youtube.com/watch?v=sqps37FCmvQ>

Heres another test. I kill the obelisk, revive it, then kill it again and last revive it again. When its dead the weapon is off, and once revived works exactly as it should immediately (given that the power plant is alive if there is one), and when destroyed a second time, again works properly where the weapon is disabled. Restoring the building, once again brings it back to life. You can do this as many times as you want. It works perfectly every time. I have tested it on maps with power plants as well. If the power plant is dead when the obelisk is revived it will be powered off. If the power plant is subsequently revived the obelisk powers back on perfectly without any intervention.