
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [Jerad2142](#) on Fri, 16 May 2014 13:53:50 GMT

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danpaul88 wrote on Sun, 04 May 2014 10:02

All GameObjects have a guaranteed 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.

I don't think this statement is quite right, unless the lifecycle does not have to wait for all scripts with a Created function to complete; because, I have encountered plenty of times (both in 3.4.4 and 4.1) that Created fired after Destroyed, I've got a few tricks that prevent destroyed from continuing if created of a script hasn't been completed yet as I've had crashing issues in the past due to uninitialized objects and variables
