
Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients
Posted by [dblanky1](#) on Tue, 01 Jul 2014 02:12:51 GMT

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That sounds nice but a way to set just the isdestroyed flag would be nice as well. Both options have their advantages and disadvantages. I do have building specific code in my restore plugin, such as the refinery requesting a new harvester from the base controller and the communications center reenabling radar when restored. The power plant also turns base power back on when restored. Base Defenses just reattach their appropriate script. The Weapons Factory, Airstrip, Barracks, and Hand of Nod actually don't need anything special. Just the isdestroyed flag set on the clients is needed for them to work properly. Probably best to reset cangeneratevehicles as well though. If the harvester was dead before the restore and there is still a refinery it automatically builds the harvester.

Ultimately its up to you how it would be done of course.

Anyway, here's some examples of some of the revive commands code.

```
class CommandREVIVENODPP :
public ConsoleFunctionClass
{
public:
const char* Get_Name()
{
return "revivenodpp";
}
const char* Get_Help()
{
return "REVIVENODPP - Revives the Nod Power Plant.";
}
void Activate(const char* argumentsString)
{
Revive_Building(Find_Power_Plant(NOD));
Commands->Set_Building_Power(Find_Power_Plant(NOD), true);
BaseControllerClass* base = BaseControllerClass::Find_Base(NOD);
if (base)
{
base->Power_Base(true);
}
}
};
```

```
class CommandREVIVEGDIREF :
public ConsoleFunctionClass
{
public:
const char* Get_Name()
{
```

```
    return "revivegdiref";
}
const char* Get_Help()
{
    return "REVIVEGDIREF - Revives the GDI Refinery.";
}
void Activate(const char* argumentsString)
{
    Revive_Building(Find_Refinery(GDI));
    Find_Refinery(GDI)->As_BuildingGameObj()->As_RefineryGameObj()->Allow_Harvester_Spaw
n();
}
};
```
