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Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients  
Posted by [danpaul88](#) on Tue, 01 Jul 2014 08:14:56 GMT

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Also, given that you've just admitted you need a plugin to undo some of the effects tells us that simply setting the flag is NOT enough, despite the fact you keep insisting that it is. Thus there is more work required to properly revive a building at an engine level without requiring additional plugins to fix the state of various things.

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