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Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients  
Posted by [jonwil](#) on Tue, 01 Jul 2014 08:43:39 GMT

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The following events happen in the On\_Destroyed event (called when a building is destroyed): BuildingGameObj IsDestroyed is set to true, BaseControllerClass::On\_Building\_Destroyed is called (this plays the "building destroyed" sound and sets the "base destroyed" flag if all buildings are dead), BaseControllerClass::Check\_Prerequisites is called (this goes with the prerequisite logic where stuff you buy from the sidebar can have a flag that says "this building must exist/must be alive for the object to be purchasable") and the building is made visible in the single player encyclopedia.

AirFactoryGameObj BaseControllerClass::Check\_Vehicle\_Factory is called (this sets the CanGenerateVehicles flag appropriately based on the buildings that are present and alive)

ComCenterGameObj BaseControllerClass::Check\_Radar is called (this toggles the radar depending on what buildings exist/are alive)

NavalFactoryGameObj BaseControllerClass::Check\_Vehicle\_Factory is called (this sets the CanGenerateVehicles flag appropriately based on the buildings that are present and alive)

PowerPlantGameObj BaseControllerClass::Check\_Base\_Power is called (this sets the base power as appropriate based on the buildings that are present and alive)

RefineryGameObj Destroys any instances of the harvester preset, also disables any spawners that would spawn the harvester preset (said spawners are used for maps that have a refinery but no weapons factory)

SoldierFactoryGameObj Sets the CanGenerateSoldiers flag to off.

WeaponsFactoryGameObj BaseControllerClass::Check\_Vehicle\_Factory is called (this sets the CanGenerateVehicles flag appropriately based on the buildings that are present and alive)

So yes more happens than just toggling the flag and any engine feature that might be added in the future would be undoing those other things that happen (e.g. turning CanGenerateSoldiers back on for a SoldierFactoryGameObj, restoring the harvester spawners for a RefineryGameObj etc)