Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by danpaul88 on Tue, 01 Jul 2014 13:03:23 GMT
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If you need to call 5 or 6 other things and have a load of logic depending on the type of building then it is *not* working properly in the engine itself.

A correct implementation of a revive building function in the engine would undo all the effects of building destruction without loads of other function calls being necessary. It would also allow new features added in future to be hooked into the revival code as necessary.