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Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients  
Posted by [dblanky1](#) on Tue, 01 Jul 2014 14:20:49 GMT

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danpaul88 wrote on Tue, 01 July 2014 06:03 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.

The building specific revival code could be put into the base scripts code. There actually already is a revive building function in the scripts but it just resets the health and sets isdestroyed on the server to false. That way if a server operator wants to make specific changes to the revival behavior they would still be able to do so. I don't see a real reason to make this behavior hardcoded into the engine. Simply syncing the isdestroyed flag and providing a built in function in the scripts that handles the revive behavior properly would be the safest way to do this in my opinion. It doesn't involve substantial changes to the engine and wouldn't affect servers that don't use restores. Making large changes to the engine on the other hand, definitely could have adverse effects.

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