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Subject: Re: Syncing or changing BuildingGameObj 'IsDestroyed' state for clients  
Posted by [iRANian](#) on Tue, 01 Jul 2014 14:29:30 GMT

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The current situation in regards to building revival on the server is fine; the building revival console commands plugin contains a full open-source implementation to revive all buildings and to set their state correctly and I know numerous people have already used the code, including dblaney1 and Xpert.

The fact that the Revive\_Building() command provided by scripts 4.0 only sets the IsDestroyed flag to false and does some other basic things is desirable over it implementing all the stuff to revive a building properly. For example you might want to add special logic to handle the Harvester when the Refinery or Weapons Factory get restored in your own mod, or you want base power to stay offline after restoring the Power Plant. Or you might want to attach your own custom scripts on a base defense after it has been revived. Not exactly common use cases but people might desire them.

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