Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by dblaney1 on Tue, 01 Jul 2014 17:10:49 GMT

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Ethenal wrote on Tue, 01 July 2014 09:55Of course it's hacky, you're setting an internal netcode flag in a manner that wasn't originally intended, I have no clue how you can possibly tell me it's not "hacky." Being "hacky" does not make it incorrect, but it does make it "hacky." Or maybe see the term kludge

Except we aren't using some undocumented piece of code. We are using a function right out of the scripts to set the flag. Heck the plugin doesn't even set the flag. Scripts.DLL does. It works unmodified server side which is why it doesn't make sense to start making changes to the server side code. The only thing that needs to be set client side is the isdestroyed flag. Stuff like base power, defenses, rebuilding a harvester, etc is all server side and doesn't require any changes to be made to the netcode at all. That stuff already works.

If you want to see what function we are using its Restore_Building in engine_game.CPP.