Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by Xpert on Tue, 01 Jul 2014 17:26:17 GMT
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Because those buildings are just script attachments. Yes we can revive the buildings by reattaching the scripts but it still needs the IsDestroyed flag because it isn't actually registered as being alive. When you kill the building again, there's no EVA sound because it's set to destroyed to begin with.