Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients
Posted by dblaney1 on Tue, 01 Jul 2014 17:52:08 GMT

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No matter how you slice it the client needs to be able to set the isdestroyed flag back to false. Both iran's patch and jonwils proposal do this. The difference is that iran's patch ends there and that's the only change made. On the contrary jonwils proposal makes that same change but also adds a bunch more changes that could potentially break things. No matter how you slice it, simply adding the code for clients to reset the flag back to false is less likely to adversely affect other things than doing both that and making large changes to the building controller code.

Essentially x<x+1.