Subject: Re: Syncing or changing BuildingGameObj 'IsDetroyed' state for clients

Posted by dblaney1 on Tue, 01 Jul 2014 20:53:25 GMT

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StealthEye wrote on Tue, 01 July 2014 13:19
So, in short, my stance is: (A) implement the syncing of the IsDestroyed flag. It is technically an improvement even if it is not sufficient to make building revival work, and it allows others (albeit with hacks) to implement building revival. (B) Do not implement building revival. It takes too much effort, risks introduction of other bugs, and there are probably more important things to work on.

I agree with this stance 100%.
That is exactly what we are requesting in this thread. Nothing more nothing less.