
Subject: revive a building?

Posted by [jnz](#) on Fri, 02 Feb 2007 02:18:41 GMT

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is it possible with scripts.dll to revive building? and make it functional again? i done:

```
GameObject * def = Find_Base_Defence(atoi(buffer.substr(pos+1).c_str()));  
Vector3 Pos = Commands->Get_Position(def);  
Create_Building(Commands->Get_Preset_Name(def), Commands->Get_Position(def));
```

while this works, i want to make the building "clean" again. and redestroyable.

in this case it was the defence
