Subject: Re: revive a building?
Posted by Cat998 on Fri, 02 Feb 2007 16:59:38 GMT

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gamemodding wrote on Fri, 02 February 2007 16:32can't you do it with

void Set_Can_Generate_Soldiers(int team,bool cangenerate);
void Set_Can_Generate_Vehicles(int team,bool cangenerate);

? i should of tested before i posted

No, I've tested that before. It doesn't support removing
the "Building-destroyed" icon.