
Subject: Re: Buying Back Dead Buildings
Posted by [reborn](#) on Sun, 03 Feb 2008 23:29:32 GMT
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MadRockz wrote on Sun, 03 February 2008 17:35Kamuix_Revive_Structure

That script merely sets the health to 500. OK the building is back to life, but it wouldn't set the dependancies back again. By that I mean if the HON died then you set it's health back to 500, it would technically be alive, but you would not be able to buy advanced infantry (even leaving and rejoining).

Here..

I wrote a simple chat hook to do just that actually, you can see for yourself this way.

```
class idChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
        int BuildingID = Commands->Get_ID(Find_Soldier_Factory(0));
        GameObject *thebuilding = Commands->Find_Object(BuildingID);
    char mad[255];
        Console_Input(mad);
        sprintf(mad,"msg Setting Hand Of Nod health to 100");
        Console_Input(mad);

    Commands->Set_Health(thebuilding,100);

}
};
ChatCommandRegistrant<idChatCommand>
idChatCommandReg("!id",CHATTYPE_TEAM,0,GAMEMODE_AOW);
```

That script will set the health of the Hand Of Nod to 100, regardless of whether it is dead or not.. Try it out. It will set the health fine.. But try and buy and advanced character from the PT. If it was really as simple as setting the health, I would of done it myself
