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Subject: Re: Buying Back Dead Buildings  
Posted by [Yrr](#) on Sun, 03 Feb 2008 23:40:15 GMT  
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reborn wrote on Sun, 03 February 2008 23:16Yrr wrote on Sun, 03 February 2008 17:00Get Resurrection, enable revivable buildings in configuration and attach script RR\_ReviveBuilding to the building to revive it.

Please can you explain how that works in depth? Did you actually manage find the right calls and update the client or have you done it some other way?  
Please can you explain it with detail?

Since a real revive for normal Renegade users is impossible, RR does it like that:

On building destruction, it sends the following information to non-RR clients instead of sending the destruction:

- set health to 1hp
- turn power off

So non-RR clients can still target the building and it is not darkened, but from inside it looks like destroyed and there is no health bar.

RR-clients have a client-side fix to allow resurrectable buildings so they see buildings destroyed as usual.

Once RR revives a building, it sets health to 50%, enables power, reinitializes it, re-attaches preset scripts and for AGT and Obelisk, it re-initializes their turrets.

Took me some days to make all that work correctly.

It can be used easily soon, since I'm currently a plugin system for RR, and there you only have to use `building.revive()`;

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