Subject: Re: Buying Back Dead Buildings
Posted by Genesis2001 on Sun, 15 Mar 2009 07:09:08 GMT

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Sladewill wrote on Sat, 14 March 2009 15:38This is easily possible just make it so the building doesnt actually die when it gets to 1 hp disable the pct for the player, then when they chat hook the cmd reallow the pct.

1. Nice 1-year bump

2. Already mentioned.

@reborn from a year ago: You can set whether or not people can purchase vehicles and soldiers by calling "Set_Can_Generate_Vehicles" and "Set_Can_Generate_Soldiers"...Though, I have yet to see it work server-side. I could still buy characters despite that being toggled. =/