I made some Revivable buildings commands using reborns team fund function and commander function. The team all donate to team fund and if a building dies the commander can revive the building if there is enough money in the team fund. I made it ini configurable for the amount it cost for the buildings to be revived.

Requirements
-Renegade Resurrection
-Add to Reborns Commander plugin so it can uses its functions.

Under the SettingsStruct in the .h file

```
powerplantcost = 20000;
vehiclefactoriescost = 20000;
soldierfactories = 20000;
refcost = 20000;
basedefensecost = 20000;
```

Under void Load(); in the .h file

```
int powerplantcost;
int vehiclefactoriescost;
int soldierfactories;
int refcost;
int basedefensecost;
```

Under the SettingsLoader;

```
LoadInt(powerplantcost,"powerplantcost");
printf("The cost for a Power Plant is %i credits\n",powerplantcost);
LoadInt(vehiclefactoriescost,"vehiclefactoriescost");
printf("The cost for a Vehicle Factory is %i credits\n",vehiclefactoriescost);
LoadInt(soldierfactories,"soldierfactories");
printf("The cost for a Charcter Factory is %i credits\n",soldierfactories);
LoadInt(refcost,"refcost");
printf("The cost for the Refinary is %i credits\n",refcost);
LoadInt(basedefensecost,"basedefensecost");
printf("The cost for Basedefences is %i credits\n",basedefensecost);
```

Add to the .ini file

```
powerplantcost=20000;

vehiclefactoriescost=20000;

soldierfactories=20000;

refcost=20000;

basedefensecost=20000;
```

Main Revive Commands

```
////////////////////////
///Revive Buildings///
////////////////////////

class revive_vehiclefactoriesChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  int Team = Get_Object_Type(obj);
  int BuildingID = Commands->Get_ID(Find_Vehicle_Factory(Team));
  GameObject *thebuilding = Commands->Find_Object(BuildingID);
  if(Is_Building_Dead(Find_Vehicle_Factory(Team))) {
   if(GDICommander[ID]){
    if(GDITeamFund >= CSettings->vehiclefactoriescost){
     GDITeamFund = GDITeamFund - CSettings->vehiclefactoriescost;
     Console_Input(StrFormat("msg The GDI Commander just revived the Weapons
Factory",Get_Player_ID(obj)).c_str());
     Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
     Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
    }
    else{
    Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the
fund.",Get_Player_ID(obj),CSettings->vehiclefactoriescost).c_str());
   }
  }
   else if(NodCommander[ID]){
    if(NodTeamFund >= CSettings->vehiclefactoriescost){
     NodTeamFund = NodTeamFund - CSettings->vehiclefactoriescost;
     Console_Input(StrFormat("msg The GDI Commander just revived the
Airstrip",Get_Player_ID(obj)).c_str());
     Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
     Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
    }
```

```cpp
      else{
      Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the
fund.",Get_Player_ID(obj),CSettings->vehiclefactoriescost).c_str());
      }
     }
    }
    else if(GDICommander[ID]){
     Console_Input(StrFormat("ppage %d The Weapons Factory is not
dead.",Get_Player_ID(obj)).c_str());
    }
    else if(NodCommander[ID]){
     Console_Input(StrFormat("ppage %d The Airstrip is not dead.",Get_Player_ID(obj)).c_str());
    }
    else{
     Console_Input(StrFormat("ppage %d You are not a team commander and cannot use this
command.",ID).c_str());
    }
   }
};
ChatCommandRegistrant<revive_vehiclefactoriesChatCommand>
revive_vehiclefactoriesChatCommandReg("!revive_wf;!revive_air;!r wf;!r
air",CHATTYPE_TEAM,0,GAMEMODE_ALL);

class revive_refineriesChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  int Team = Get_Object_Type(obj);
  int BuildingID = Commands->Get_ID(Find_Refinery(Team));
  GameObject *thebuilding = Commands->Find_Object(BuildingID);
  //if(CSettings->enablerevive){
  if(Is_Building_Dead(Find_Refinery(Team))) {
   if(GDICommander[ID]){
    if(GDITeamFund >= CSettings->refcost){
     GDITeamFund = GDITeamFund - CSettings->refcost;
     Console_Input(StrFormat("msg The GDI Commander just revived the GDI
Refinary",Get_Player_ID(obj)).c_str());
     Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
     Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
    }
    else{
    Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the fund.",Get_Player_ID(obj),CSettings->refcost).c_str());
    }
   }
   else if(NodCommander[ID]){
    if(NodTeamFund >= CSettings->refcost){
     NodTeamFund = NodTeamFund - CSettings->refcost;
```

```cpp
    Console_Input(StrFormat("msg The Nod Commander just revived the Nod
Refinary",Get_Player_ID(obj)).c_str());
    Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
    Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
    }
    else{
    Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the fund.",Get_Player_ID(obj),CSettings->refcost).c_str());
    }
   }
  }
  else if(GDICommander[ID]){
   Console_Input(StrFormat("ppage %d The GDI Refinary is not
dead.",Get_Player_ID(obj)).c_str());
  }
  else if(NodCommander[ID]){
   Console_Input(StrFormat("ppage %d The Nod Refinary is not
dead.",Get_Player_ID(obj)).c_str());
  }
  else{
   Console_Input(StrFormat("ppage %d You are not a team commander and cannot use this
command.",ID).c_str());
  }
 }
};
ChatCommandRegistrant<revive_refineriesChatCommand>
revive_refineriesChatCommandReg("!revive_ref;!r_ref",CHATTYPE_TEAM,0,GAMEMODE_AOW
);


class revive_powerplantsChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  int Team = Get_Object_Type(obj);
  int BuildingID = Commands->Get_ID(Find_Power_Plant(Team));
  GameObject *thebuilding = Commands->Find_Object(BuildingID);
  if(Is_Building_Dead(Find_Power_Plant(Team))) {
   if(GDICommander[ID]){
    if(GDITeamFund >= CSettings->powerplantcost){
     GDITeamFund = GDITeamFund - CSettings->powerplantcost;
     Console_Input(StrFormat("msg The GDI Commander just revived the GDI
PowerPlant",Get_Player_ID(obj)).c_str());
     Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
     Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
    }
    else{
    Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the fund.",Get_Player_ID(obj),CSettings->powerplantcost).c_str());
```

```
      }
    }
    else if(NodCommander[ID]){
      if(NodTeamFund >= CSettings->powerplantcost){
        NodTeamFund = NodTeamFund - CSettings->powerplantcost;
        Console_Input(StrFormat("msg The Nod Commander just revived the Nod
Powerplant",Get_Player_ID(obj)).c_str());
        Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
        Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
      }
      else{
        Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the fund.",Get_Player_ID(obj),CSettings->powerplantcost).c_str());
      }
    }
  }
  else if(GDICommander[ID]){
    Console_Input(StrFormat("ppage %d The GDI Powerplant is not
dead.",Get_Player_ID(obj)).c_str());
  }
  else if(NodCommander[ID]){
    Console_Input(StrFormat("ppage %d The Nod Powerplant is not
dead.",Get_Player_ID(obj)).c_str());
  }
  else{
    Console_Input(StrFormat("ppage %d You are not a team commander and cannot use this
command.",ID).c_str());
  }
  }
};
ChatCommandRegistrant<revive_powerplantsChatCommand>
revive_powerplantsChatCommandReg("!revive_pp;!r_pp",CHATTYPE_TEAM,0,GAMEMODE_AO
W);


class revive_soldierfactoriesChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  int Team = Get_Object_Type(obj);
  int BuildingID = Commands->Get_ID(Find_Soldier_Factory(Team));
  GameObject *thebuilding = Commands->Find_Object(BuildingID);
  if(Is_Building_Dead(Find_Building(Team,SOLDIER_FACTORY))) {
   if(GDICommander[ID]){
    if(GDITeamFund >= CSettings->soldierfactories){
     GDITeamFund = GDITeamFund - CSettings->soldierfactories;
     Console_Input(StrFormat("msg The GDI Commander just revived the GDI
Barracks",Get_Player_ID(obj)).c_str());
     Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
```

```cpp
    Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
    }
    else{
    Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the fund.",Get_Player_ID(obj),CSettings->soldierfactories).c_str());
    }
   }
   else if(NodCommander[ID]){
    if(NodTeamFund >= CSettings->soldierfactories){
    NodTeamFund = NodTeamFund - CSettings->soldierfactories;
    Console_Input(StrFormat("msg The Nod Commander just revived the Hand of
Nod",Get_Player_ID(obj)).c_str());
     Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
     Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
    }
    else{
    Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the fund.",Get_Player_ID(obj),CSettings->soldierfactories).c_str());
    }
   }
  }
  else if(GDICommander[ID]){
   Console_Input(StrFormat("ppage %d The GDI Barracks is not
dead.",Get_Player_ID(obj)).c_str());
  }
  else if(NodCommander[ID]){
   Console_Input(StrFormat("ppage %d The Hand of Nod is not
dead.",Get_Player_ID(obj)).c_str());
  }
  else{
   Console_Input(StrFormat("ppage %d You are not a team commander and cannot use this
command.",ID).c_str());
  }
 }
};
ChatCommandRegistrant<revive_soldierfactoriesChatCommand>
revive_soldierfactoriesChatCommandReg("!revive_bar;!revive_hon;!r_hon;!r_bar",CHATTYPE_TE
AM,0,GAMEMODE_AOW);


class revive_basedefenseChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  int Team = Get_Object_Type(obj);
  int BuildingID = Commands->Get_ID(Find_Base_Defense(Team));
  GameObject *thebuilding = Commands->Find_Object(BuildingID);
  if(Is_Building_Dead(Find_Building(Team,BASE_DEFENSE))) {
   if(GDICommander[ID]){
```

```
  if(GDITeamFund >= CSettings->basedefensecost){
   GDITeamFund = GDITeamFund - CSettings->basedefensecost;
   Console_Input(StrFormat("msg The GDI Commander just revived the GDI Advance Guard
Tower",Get_Player_ID(obj)).c_str());
    Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
    Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
   }
   else{
   Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the fund.",Get_Player_ID(obj),CSettings->basedefensecost).c_str());
   }
  }
  else if(NodCommander[ID]){
   if(NodTeamFund >= CSettings->basedefensecost){
    NodTeamFund = NodTeamFund - GDITeamFund - CSettings->basedefensecost;
    Console_Input(StrFormat("msg The Nod Commander just revived the Nod
Obelisk",Get_Player_ID(obj)).c_str());
    Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
    Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
   }
   else{
   Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the fund.",Get_Player_ID(obj),CSettings->basedefensecost).c_str());
   }
  }
 }
  else if(GDICommander[ID]){
   Console_Input(StrFormat("ppage %d The GDI Advance Guard Tower is not
dead.",Get_Player_ID(obj)).c_str());
  }
  else if(NodCommander[ID]){
   Console_Input(StrFormat("ppage %d The Nod Obelisk is not
dead.",Get_Player_ID(obj)).c_str());
  }
  else{
   Console_Input(StrFormat("ppage %d You are not a team commander and cannot use this
command.",ID).c_str());
  }
 }
};
ChatCommandRegistrant<revive_basedefenseChatCommand>
revive_basedefenseChatCommandReg("!revive_ob;!revive_agt;!r_agt;!r_ob",CHATTYPE_TEAM,
0,GAMEMODE_AOW);
```

Commands used to kill buildings so its easier to test the revive commands.

```
////////////////////
///Kill Buildings////
////////////////////


class kill_vehiclefactoriesChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  int Team = Get_Object_Type(obj);
  int BuildingID = Commands->Get_ID(Find_Vehicle_Factory(Team));
  GameObject *thebuilding = Commands->Find_Object(BuildingID);
  Vector3 position = Commands->Get_Position(thebuilding);
  Commands->Apply_Damage(thebuilding,99999,"Death",false);
  if (Team == 1) {
   Console_Input(StrFormat("msg War Factory Destroyed",Get_Player_ID(obj)).c_str());
  }
  else {
   Console_Input(StrFormat("msg Airstrip Destroyed",Get_Player_ID(obj)).c_str());
  }
 }
};
ChatCommandRegistrant<kill_vehiclefactoriesChatCommand>
kill_vehiclefactoriesChatCommandReg("!kill_wf;!kill_air",CHATTYPE_TEAM,0,GAMEMODE_ALL)
;


class kill_refineriesChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  int Team = Get_Object_Type(obj);
  int BuildingID = Commands->Get_ID(Find_Refinery(Team));
  GameObject *thebuilding = Commands->Find_Object(BuildingID);
  Vector3 position = Commands->Get_Position(thebuilding);
  Commands->Apply_Damage(thebuilding,99999,"Death",false);
  if (Team == 1) {
   Console_Input(StrFormat("msg GDI Refinary Destroyed",Get_Player_ID(obj)).c_str());
  }
  else {
   Console_Input(StrFormat("msg Nod Refinary Destroyed",Get_Player_ID(obj)).c_str());
  }
 }
};
ChatCommandRegistrant<kill_refineriesChatCommand>
kill_refineriesChatCommandReg("!kill_ref",CHATTYPE_TEAM,0,GAMEMODE_ALL);
```

```cpp
class kill_basedefenseChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  int Team = Get_Object_Type(obj);
  int BuildingID = Commands->Get_ID(Find_Base_Defense(Team));
  GameObject *thebuilding = Commands->Find_Object(BuildingID);
  Vector3 position = Commands->Get_Position(thebuilding);
  Commands->Apply_Damage(thebuilding,99999,"Death",false);
  if (Team == 1) {
   Console_Input(StrFormat("msg GDI AGT Destroyed",Get_Player_ID(obj)).c_str());
  }
  else {
   Console_Input(StrFormat("msg Nod Obelisk Destroyed",Get_Player_ID(obj)).c_str());
  }
 }
};
ChatCommandRegistrant<kill_basedefenseChatCommand>
kill_basedefenseChatCommandReg("!kill_agt;!kill_ob",CHATTYPE_TEAM,0,GAMEMODE_ALL);


class kill_powerplantChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  int Team = Get_Object_Type(obj);
  int BuildingID = Commands->Get_ID(Find_Power_Plant(Team));
  GameObject *thebuilding = Commands->Find_Object(BuildingID);
  Vector3 position = Commands->Get_Position(thebuilding);
  Commands->Apply_Damage(thebuilding,99999,"Death",false);
  if (Team == 1) {
   Console_Input(StrFormat("msg GDI Power Plant Destroyed",Get_Player_ID(obj)).c_str());
  }
  else {
   Console_Input(StrFormat("msg Nod Power Plant Destroyed",Get_Player_ID(obj)).c_str());
  }
 }
};
ChatCommandRegistrant<kill_powerplantChatCommand>
kill_powerplantChatCommandReg("!kill_pp;!kill_powerplant",CHATTYPE_TEAM,0,GAMEMODE_
ALL);


class kill_soldierfactoriesChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  GameObject *obj = Get_GameObj(ID);
  int Team = Get_Object_Type(obj);
  int BuildingID = Commands->Get_ID(Find_Soldier_Factory(Team));
  GameObject *thebuilding = Commands->Find_Object(BuildingID);
  Vector3 position = Commands->Get_Position(thebuilding);
```

```
Commands->Apply_Damage(thebuilding,99999,"Death",false);
  if (Team == 1) {
   Console_Input(StrFormat("msg GDI Barracks Destroyed",Get_Player_ID(obj)).c_str());
  }
  else {
   Console_Input(StrFormat("msg Nod Hand of Nod Destroyed",Get_Player_ID(obj)).c_str());
  }
 }
};
ChatCommandRegistrant<kill_soldierfactoriesChatCommand>
kill_soldierfactoriesChatCommandReg("!kill_bar;!kill_hon",CHATTYPE_TEAM,0,GAMEMODE_ALL);
```

The the only problem I have seen so far is when the building is dead and a player that is not a commander uses the command. It wont tell the player hes not a commander. If the building is alive it will.