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Subject: Question regarding reviving buildings  
Posted by [iRANian](#) on Mon, 19 Sep 2011 16:24:19 GMT  
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How do you revive buildings? I've tried using

```
int Team;
for( Team = 0; Team < 2; Team++)
{
  Console_Input("msg looping"); // DEBUG CRAP
  Restore_Building(Find_Power_Plant(Team));
  Restore_Building(Find_Construction_Yard(Team));
  Restore_Building(Find_Refinery(Team));
  Console_Output("%s\n", Get_Translated_Preset_Name(Find_Refinery(Team)));
  Restore_Building(Find_Repair_Bay(Team));
  Restore_Building(Find_Soldier_Factory(Team));
  Restore_Building(Find_Vehicle_Factory(Team));
  Restore_Building(Find_Com_Center(Team));
}
```

But that doesn't seem to work. I've tried both teams, the output from  
Get\_Translated\_Preset\_Name() is fine.

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