
Subject: Re: Question regarding reviving buildings
Posted by [Omar007](#) on Mon, 19 Sep 2011 16:33:57 GMT
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IDK what your 'Restore_Building' does but this is what it'd need to rebuild buildings (on 3.4.4 that is).

```
GameObject *o = As_BuildingGameObj(obj); //obj is your input GameObject
if (!o)
{
    return;
}
char *c = (char *)o;
c += 0x778;
bool *x = (bool *)c;
*x = false;
```

```
BaseControllerClass *b = BaseControllerClass::Find_Base(Get_Object_Type(o));
if (b && !Is_Building_Dead(o)) //Just to be sure it's revived
{
    if (Is_SoldierFactory(o))
    {
        b->CanGenerateSoldiers = true;
    }
    else if (Is_WarFactory(o) || Is_Airstrip(o))
    {
        b->CanGenerateVehicles = true;
    }
    else if (Is_PowerPlant(o))
    {
        b->IsPowered = true; //Ofcourse you can have some feedback messages around this code (ie
        "Nod base power restored")
    }
    Set_Object_Dirty_Bit_All(b, DB_RARE, true);

    float max = Commands->Get_Max_Health(o);
    Commands->Set_Health(o, max);
}
```
