Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by iRANian on Sun, 08 Jan 2012 20:46:17 GMT

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@Generalcamo: Thanks I've added that to my plugin.

@halo2pac: Yeah, the Revive_Building() command indeed seems to do that unsuccessfully.

@Xpert: There's some small benefits to do it my way, e.g. all the console commands are shown in the FDS box.

I've uploaded a new version with the "apply zero damage after revival" change.