
Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by [Generalcamo](#) on Mon, 09 Jan 2012 02:14:01 GMT
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I beleive they clone the preset, but modify the mesh prefix.

To allow people to revive cloned buildings, I recommend this:

REVIVECUSTOM (preset)

That way, someone could look at the presets, and revive those custom buildings, like silos.
