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Subject: Re: Question regarding reviving buildings  
Posted by [jonwil](#) on Sun, 22 Apr 2012 17:53:45 GMT  
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Given that any fix we came up with would (by necessity) be a hack, given that any such hack would not solve most of the issues with trying to bring a building back to life, given that this would only be being done for the benefit of 1 or 2 people's special case mods and given that any fix we make wouldn't solve the problem for 3.4.4 players, we have decided not to add any code at all to support bringing buildings back to life.

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