
Subject: Is there any way to revive a building controllers functions serverside?
Posted by [Kamuix](#) on Sat, 16 Nov 2013 03:48:07 GMT

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After it's been destroyed or if never existed on map? I'm about 90% sure there isn't but want to post here just to make sure, I know you can use the function set_health to make it appear as it's back alive in the K menu, but it doesn't actually revive it in anyway at all other than showing up alive in the menu.

I tried a few scripts that sounded like building functions scripts but they didn't do anything, way too many scripts to look through though ;p

Thanks for any help !
