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Subject: Re: Work is being resumed on scripts for Renegade

Posted by [jonwil](#) on Tue, 22 Jul 2014 13:32:04 GMT

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More changes:

Fixes for AGT script

First go at building revival logic from WhiteDragon.

You can call `building->On_Revived()` if you have a `BuildingGameObj` (or one of its sub-types) and the building will revive. Or you can use the new console commands `revivebuildingbytype`, `revivebuildingbypreset` and `revivebuildingbyname` (details of what the commands do will be posted by WD in due course I suspect)

Work continues towards some sort of release to testers at some as yet unknown time in the future (i.e. "once we have fixed all the things we consider we need to fix")

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