Subject: Re: Work is being resumed on scripts for Renegade
Posted by Whitedragon on Thu, 24 Jul 2014 03:42:17 GMT
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revivebuildingbytype <team> <type> - Revives all buildings of the given type. Host only. (See BuildingConstants for types)

revivebuildingbypreset <team> <preset name> - Revives all buildings with the given preset name. Host only.

revivebuildingbyname <team> <name> - Revives all buildings whose translated or preset name matches the given wildcard. Host only.

revivebuildingbyid <id> - Revives a building by object ID. Host only.