
Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands v2.0

Posted by [jonwil](#) on Mon, 13 Feb 2017 08:14:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Here is a small update to the code.

Calls to Revive_Building are replaced with calls to Restore_Building (which is the correct engine call to use)

CommandREVIVEBAR and CommandREVIVEHON dont need to call

Set_Can_Generate_Soldiers as SoldierFactoryGameObj::On_Revived does that for you.

CommandREVIVEGDIPP and CommandREVIVENODPP are fixed to use Find_Power_Plant.

CommandREVIVEGDICY and CommandREVIVENODCY dont need to call Is_Building_Dead as BuildingGameObj::On_Revived handles that all for you.

CommandREVIVENODSILO and CommandREVIVEGDISILO are fixed to not need the revived variable anymore.

CommandREVIVEAGT and CommandREVIVEOB are fixed to use Find_Base_Defense.

File Attachments

1) [BuildingRevivalConsoleCommands.cpp](#), downloaded 350 times
