
Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands v2.0
Posted by [jonwil](#) on Mon, 13 Feb 2017 08:14:09 GMT

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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 203 times
