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 309 times