Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands v2.0
Posted by dblaney1 on Tue, 21 Feb 2017 23:42:49 GMT

How come the DA version you posted looks like its based on the old version of this plugin? It should only be calling Restore_Building(obj) inside engine_game to bring the buildings back to life. It doesn't need to do anything specific for each type of building.