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

Posted by [dblaney1](#) on Wed, 22 Feb 2017 17:18:53 GMT

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Make sure your restore building in engine\_game reads as the following. It was changed between 4.1 and 4.2.

```
void SCRIPTS_API Restore_Building(GameObject* obj)
{
    if (!obj) return;
    BuildingGameObj *Building = obj->As_BuildingGameObj();
    if (Building)
    {
        Building->On_Revived();
    }
}
```

That should be the only thing you need for any version of 4.2 and newer. I believe that change was missed in the recent versions of DA for some odd reason. I had to update it on my end a while back.

You should also swap out all the Create\_2D\_WAV\_Sound\_Team with Create\_2D\_WAV\_Sound\_Team\_Dialog so that it plays on the dialog volume instead of the sound effects volume setting in the plugin.

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