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.