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

Posted by [dblaney1](#) on Wed, 22 Feb 2017 20:40:27 GMT

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Gen_Blacky wrote on Wed, 22 February 2017 12:11Ah yea mine it out of date. Still doing it the old way Instead of calling On_Revived.

```
void SCRIPTS_API Restore_Building(GameObject* obj)
{
    if (!obj) return;

    BuildingGameObj* building = obj->As_BuildingGameObj();
    if (!building || !building->Is_Destroyed())
        return;

    building->Set_Is_Destroyed(false);

    BaseControllerClass* base = BaseControllerClass::Find_Base(Get_Object_Type(building));
    if (base)
    {
        if (building->As_SoldierFactoryGameObj())
            base->Set_Can_Generate_Soldiers(true);

        if (building->As_VehicleFactoryGameObj())
            base->Set_Can_Generate_Vehicles(true);

        base->Set_Object_Dirty_Bit(NetworkObjectClass::BIT_RARE, true);
    }
}
```

Post an updated one when you get a chance please. With the restore building fix and playing the sounds on the dialog channel.
