Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands v2.0
Posted by Whitedragon on Sun, 30 Apr 2017 13:44:32 GMT

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Nod_Obelisk_CnC and GDI_AGT have code that recreate the weapons when the building is revived. Does it work correctly on a stock map using the revive commands built into TT?