
Subject: revive a building?

Posted by [jnz](#) on Fri, 02 Feb 2007 02:18:41 GMT

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is it possible with scripts.dll to revive building? and make it functional again? i done:

```
GameObject * def = Find_Base_Defence(atoi(buffer.substr(pos+1).c_str()));
Vector3 Pos = Commands->Get_Position(def);
Create_Building(Commands->Get_Preset_Name(def), Commands->Get_Position(def));
```

while this works, i want to make the building "clean" again. and redestroyable.

in this case it was the defence

Subject: Re: revive a building?

Posted by [Tankkiller](#) on Fri, 02 Feb 2007 02:24:52 GMT

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Well, You took my idea (or someones before this ones) really far, hope it works for main buldings

Subject: Re: revive a building?

Posted by [Renx](#) on Fri, 02 Feb 2007 03:33:38 GMT

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v00d00 was working on this, but most likely stopped momentarily to work on RG 1.032.

Subject: Re: revive a building?

Posted by [jonwil](#) on Fri, 02 Feb 2007 03:43:07 GMT

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So far, a way to do this that doesn't require a change on the client has not been found. One option is to destroy the building controller and then replace it. But that doesn't remove it from the building list (which leads to crashes). Another option is to make the building think its no longer dead. But there is no way I have yet found to do this without client side code.

Subject: Re: revive a building?

Posted by [jnz](#) on Fri, 02 Feb 2007 08:15:44 GMT

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that sucks, although i got the AGT to kill me again with that script. although now, it is invincible.

Subject: Re: revive a building?

Posted by [Cpo64](#) on Fri, 02 Feb 2007 08:33:03 GMT

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What about not actually killing the building?

Just making "act" killed when it has 1 hp left?

Course I have no idea what I'm talking about, and am just shooting in the dark.

Subject: Re: revive a building?

Posted by [reborn](#) on Fri, 02 Feb 2007 09:35:24 GMT

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Sure you can, if you have the time to find it. If it's created once, then the code exists. Find it and call it.

Subject: Re: revive a building?

Posted by [jonwil](#) on Fri, 02 Feb 2007 10:10:38 GMT

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The problem is not creating the new building controller, that part is easy. The problem is that there is no way to remove the dead (and now destroyed) building controller from the building list without client side code. There is also no way to set the "building is dead" flag to "alive" without client side modifications as the client has extra code (presumably anti-cheat or something) designed to reject any data that tries to set the flag to "alive"

Subject: Re: revive a building?

Posted by [jnz](#) on Fri, 02 Feb 2007 10:38:19 GMT

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Cpo64 wrote on Fri, 02 February 2007 08:33 What about not actually killing the building?

Just making "act" killed when it has 1 hp left?

Course I have no idea what I'm talking about, and am just shooting in the dark.

i think this is very possible. although i have no idea how to impliment it

i know how to make the building invincible, but i don't know how to make it stop working. and how to detect its health at the right moment.

Subject: Re: revive a building?

Posted by [reborn](#) on Fri, 02 Feb 2007 10:43:53 GMT

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Quoting WhiteDragon September 25, 2005, 04:58:42 am

Quote:It is possible to bring buildings back to life, however you cant bring the building controller back to life. Meaning that you would have a building that basically did nothing and didnt count towards your team's building count. For example if you had a revived barracks and a regular weapons factory, you wouldnt be able to buy advanced infantry, and if the weapons factory was destroyed the game would end.

jonwil wrote on Fri, 02 February 2007 05:10The problem is not creating the new building controller, that part is easy. The problem is that there is no way to remove the dead (and now destroyed) building controller from the building list without client side code. There is also no way to set the "building is dead" flag to "alive" without client side modifications as the client has extra code (presumably anti-cheat or something) designed to reject any data that tries to set the flag to "alive"

Between the two of you, you have the solution. Relationships between you two are good. Do it. =]

Subject: Re: revive a building?

Posted by [Whitedragon](#) on Fri, 02 Feb 2007 10:51:12 GMT

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That post is no longer true.

Subject: Re: revive a building?

Posted by [Jerad2142](#) on Fri, 02 Feb 2007 14:22:56 GMT

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Do it the complex way. Make a vehicle preset with scripts on it that change the model on health (for damage) and then put special PCTs inside that only buy specific thing (buildings, advanced soldiers, ect).

Subject: Re: revive a building?

Posted by [Renx](#) on Fri, 02 Feb 2007 14:27:52 GMT

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Like I said, v00d00 is already working on it, and it apparently works for the most part.

Quote:

Another *uncertainty* is the ability to rebuy entire buildings! (Yes it "works"!)
Its possible thanks to the work of v00d00 to 'bring back to life' entire buildings serverside...
It works seamlessly for Refineries and Powerplants (i havent tested it on CY,NY,Subpen etc buildings yet),
these buildings can be rebought by using for ex !buy PP which would restore the powerplant.

Rebuying the War Factory and Barracks works as well, the buildings do come back to life, the only "bug" is
that once the building is destroyed you will see a big "Destroyed" text on your vehicle factory in the PT,
this message will remain there until you rejoin the server, then you can purchase vehicles again, same goes
for the barracks

<http://www.apathbeyond.com/forum/index.php?showtopic=11222&st=0>

Subject: Re: revive a building?
Posted by [SergentSarg](#) on Fri, 02 Feb 2007 14:41:02 GMT
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Can't you buy dead turrets in black cell?

Subject: Re: revive a building?
Posted by [Jerad2142](#) on Fri, 02 Feb 2007 14:41:19 GMT
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Well that might take a while to come out, so while waiting it is a good idea to suggest the second best options.

Subject: Re: revive a building?
Posted by [jnz](#) on Fri, 02 Feb 2007 14:45:32 GMT
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i know how to make it so you can buy vecs again after the vec factory had died
smae goes for bar/hon

Subject: Re: revive a building?
Posted by [SergentSarg](#) on Fri, 02 Feb 2007 14:48:01 GMT
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As far as I know..

The Nod Turret preset is set as a building. Correct my if I am wrong.. But if it is set as a building, and it is destroyed (you see the turret without the head) and in black cell you can pay to revive it.. Which therefore would create a revived building..

Subject: Re: revive a building?

Posted by [jonwil](#) on Fri, 02 Feb 2007 14:51:26 GMT

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The nod turret is actually a vehicle.

Subject: Re: revive a building?

Posted by [SeargentSarg](#) on Fri, 02 Feb 2007 14:55:27 GMT

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I think thats funny, I could have sworn it was a building, thanks for clearing that up.

Subject: Re: revive a building?

Posted by [Jerad2142](#) on Fri, 02 Feb 2007 15:24:28 GMT

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jonwil wrote on Fri, 02 February 2007 07:51The nod turret is actually a vehicle.

Thank goodness think about how dumb it would be to have you hole team defending a turret because it was your last building.

Subject: Re: revive a building?

Posted by [jnz](#) on Fri, 02 Feb 2007 15:29:04 GMT

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Jerad Gray wrote on Fri, 02 February 2007 15:24jonwil wrote on Fri, 02 February 2007 07:51The nod turret is actually a vehicle.

Thank goodness think about how dumb it would be to have you hole team defending a turret because it was your last building.

rofl

Subject: Re: revive a building?

Posted by [Cat998](#) on Fri, 02 Feb 2007 15:29:05 GMT

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gamemodding wrote on Fri, 02 February 2007 15:45i know how to make it so you can buy vecs again after the vec factory had died
smae goes for bar/hon

how ?

Subject: Re: revive a building?

Posted by [SeargentSarg](#) on Fri, 02 Feb 2007 15:29:56 GMT

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I forgot about the building part. Every building dead except for turret = building = You protect it and u die easily.. gg.

Subject: Re: revive a building?

Posted by [jnz](#) on Fri, 02 Feb 2007 15:32:27 GMT

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can't you do it with

```
void Set_Can_Generate_Soldiers(int team,bool cangenerate);  
void Set_Can_Generate_Vehicles(int team,bool cangenerate);
```

? i should of tested before i posted

Subject: Re: revive a building?

Posted by [Jerad2142](#) on Fri, 02 Feb 2007 15:39:40 GMT

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Cat998 wrote on Fri, 02 February 2007 08:29gamemodding wrote on Fri, 02 February 2007 15:45i know how to make it so you can buy vecs again after the vec factory had died
smae goes for bar/hon

how ?

Yo0u could also make those fake purchase terminals (like what RA:APB uses for their helicopter purchase system).

Subject: Re: revive a building?

Posted by [Cat998](#) on Fri, 02 Feb 2007 16:59:38 GMT

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gamemodding wrote on Fri, 02 February 2007 16:32can't you do it with

```
void Set_Can_Generate_Soldiers(int team,bool cangenerate);  
void Set_Can_Generate_Vehicles(int team,bool cangenerate);
```

? i should of tested before i posted

No, I've tested that before. It doesn't support removing the "Building-destroyed" icon.

Subject: Re: revive a building?

Posted by [jnz](#) on Fri, 02 Feb 2007 17:19:33 GMT

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Cat998 wrote on Fri, 02 February 2007 16:59gamemodding wrote on Fri, 02 February 2007 16:32can't you do it with

```
void Set_Can_Generate_Soldiers(int team,bool cangenerate);  
void Set_Can_Generate_Vehicles(int team,bool cangenerate);
```

? i should of tested before i posted

No, I've tested that before. It doesn't support removing the "Building-destroyed" icon.

darn. i know it can be done with PP, but you can't redestroy it and it is still black. just powerup the base again

Subject: Re: revive a building?

Posted by [Renx](#) on Fri, 02 Feb 2007 19:32:44 GMT

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There are two types of power are there not? Individual building power and overall base power. The base power controls what doubles the cost and refinery credits, the individual building power just controls the lights. I don't think either of them have anything to do with whether or not you can buy characters/vehicles.

Subject: Re: revive a building?

Posted by [jnz](#) on Mon, 05 Feb 2007 19:04:50 GMT

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wait wait wait, i saw on Kamux' server. about 3 AGTs that showed up as gunboats. wtf?
