
Subject: Question regarding reviving buildings
Posted by [iRANian](#) on Mon, 19 Sep 2011 16:24:19 GMT
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How do you revive buildings? I've tried using

```
int Team;
for( Team = 0; Team < 2; Team++)
{
    Console_Input("msg looping"); // DEBUG CRAP
    Restore_Building(Find_Power_Plant(Team));
    Restore_Building(Find_Construction_Yard(Team));
    Restore_Building(Find_Refinery(Team));
    Console_Output("%s\n", Get_Translated_Preset_Name(Find_Refinery(Team)));
    Restore_Building(Find_Repair_Bay(Team));
    Restore_Building(Find_Soldier_Factory(Team));
    Restore_Building(Find_Vehicle_Factory(Team));
    Restore_Building(Find_Com_Center(Team));
}
```

But that doesn't seem to work. I've tried both teams, the output from
Get_Translated_Preset_Name() is fine.

Subject: Re: Question regarding reviving buildings
Posted by [Omar007](#) on Mon, 19 Sep 2011 16:33:57 GMT
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IDK what your 'Restore_Building' does but this is what it'd need to rebuild buildings (on 3.4.4 that is).

```
GameObject *o = As_BuildingGameObj(obj); //obj is your input GameObject
if (!o)
{
    return;
}
char *c = (char *)o;
c += 0x778;
bool *x = (bool *)c;
*x = false;
```

```
BaseControllerClass *b = BaseControllerClass::Find_Base(Get_Object_Type(o));
if (b && !Is_Building_Dead(o)) //Just to be sure it's revived
{
    if (Is_SoldierFactory(o))
    {
```

```
b->CanGenerateSoldiers = true;
}
else if (Is_WarFactory(o) || Is_Airstrip(o))
{
b->CanGenerateVehicles = true;
}
else if(Is_PowerPlant(o))
{
b->IsPowered = true; //Ofcourse you can have some feedback messages around this code (ie
"Nod base power restored")
}
Set_Object_Dirty_Bit_All(b, DB_RARE, true);

float max = Commands->Get_Max_Health(o);
Commands->Set_Health(o, max);
}
```

Subject: Re: Question regarding reviving buildings
Posted by [iRANian](#) on Mon, 19 Sep 2011 17:11:47 GMT
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I had to set the health after reviving the building, works fine now. Thanks! This is what I used as a quick test:

```
Restore_Building(Find_Refinery(Team));
max = Commands->Get_Max_Health(Find_Refinery(Team));
Commands->Set_Health(Find_Refinery(Team), max);
```

edit: One thing I've noticed is that your client thinks that the building is dead (e.g. shows the dead building model) until you shoot it with a pistol or anything else.

Subject: Re: Question regarding reviving buildings
Posted by [Omar007](#) on Mon, 19 Sep 2011 17:27:14 GMT
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iRANian wrote on Mon, 19 September 2011 19:11edit: One thing I've noticed is that your client thinks that the building is dead (e.g. shows the dead building model) until you shoot it with a pistol or anything else.

Hmm if I recall correctly this part of the above code
Set_Object_Dirty_Bit_All(b, DB_RARE, true);
Should update the clients :S

Subject: Re: Question regarding reviving buildings
Posted by [iRANian](#) on Mon, 19 Sep 2011 17:36:21 GMT
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Restore_Building() uses:

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

So I don't know why it acts so weird.

Subject: Re: Question regarding reviving buildings
Posted by [Caveman](#) on Mon, 19 Sep 2011 18:14:25 GMT
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Zunnie would know he had a server where you could revive buildings.

Subject: Re: Question regarding reviving buildings
Posted by [jonwil](#) on Sun, 22 Apr 2012 17:53:45 GMT
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Given that any fix we came up with would (by necessity) be a hack, given that any such hack would not solve most of the issues with trying to bring a building back to life, given that this would only be being done for the benefit of 1 or 2 people's special case mods and given that any fix we make wouldn't solve the problem for 3.4.4 players, we have decided not to add any code at all to support bringing buildings back to life.
