
Subject: How do you revive a building?

Posted by [roszek](#) on Sat, 24 Sep 2016 20:23:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Like the war factory.

I tried Restore_Building(obj) and it does restore the building but the icons are still locked up.

I seem to recall a topic about this but can't find the answer. ./

Subject: Re: How do you revive a building?

Posted by [Gen_Blacky](#) on Sat, 24 Sep 2016 20:59:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

<http://www.renegadeforums.com/index.php?t=msg&th=40368&start=0&>

Subject: Re: How do you revive a building?

Posted by [dblaney1](#) on Mon, 26 Sep 2016 04:42:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

You call the on_revived function like this. Thats the only thing necessary that you need to do as of 4.2.

```
Building->As_BuildingGameObj()->On_Revived();
```

Subject: Re: How do you revive a building?

Posted by [Gen_Blacky](#) on Mon, 26 Sep 2016 18:07:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yea hes right.

"Building revival support, there are console commands for it or you can call the new On_Revived function on any building controller object to revive it. "

Subject: Re: How do you revive a building?

Posted by [ehhh](#) on Thu, 29 Sep 2016 18:40:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

give it a pheonix down

Subject: Re: How do you revive a building?
Posted by [iRANian](#) on Thu, 29 Sep 2016 20:24:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why do you need to call a callback function (On_Revived()), manually? Is it because the console commands trigger it in 4.2?

Subject: Re: How do you revive a building?
Posted by [Gen_Blacky](#) on Sat, 01 Oct 2016 08:46:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

When ever jonwill added the client fix to 4.0

Im surprised you don't know iran. It was you looking at the original functions in mp demo that started it.

Quote:

Whitedragon:

Started working on this.

Full client support, even on non-4.2 servers.

You can revive buildings with the revivebuildingbytype, revivebuildingbypreset, and revivebuildingbyname console commands, or by calling BuildingGameObj::On_Revived directly.
<http://www.renegadeforums.com/index.php?t=msg&th=40362&prevloaded=1&start=100>

2.The building netcode will NOT let you toggle the "IsDestroyed" flag from "false" to "true" over the network at all no matter what you do.

I think your client fix was added to 4.2 right?

Subject: Re: How do you revive a building?
Posted by [jonwil](#) on Sat, 01 Oct 2016 14:06:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

I can confirm that based on the current 4.x codebase it will correctly set all the relavent things on the client including IsDestroyed.

Subject: Re: How do you revive a building?
Posted by [iRANian](#) on Sun, 16 Oct 2016 08:35:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

I forgot about that Blacky, yeah I was checking the netcode and it has some special check that would not set an object flag on buildings correctly when reviving.
