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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.

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