

---

Subject: Re: revive a building?

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

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

---

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).

---