
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
