This might make things work a bit better for you.
You would need to apply the same sort of changes I made throughout your code. But it looks nice
man.


```
class revive_vehiclefactoriesChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  int Team = Get_Object_Type(obj);
  int BuildingID = Commands->Get_ID(Find_Vehicle_Factory(Team));
  GameObject *thebuilding = Commands->Find_Object(BuildingID);
  if(Is_Building_Dead(Find_Vehicle_Factory(Team))) {
   if(GDICommander[ID] || NodCommander[ID]){
   if(GDICommander[ID]){
    if(GDITeamFund >= CSettings->vehiclefactoriescost){
     GDITeamFund = GDITeamFund - CSettings->vehiclefactoriescost;
     Console_Input(StrFormat("msg The GDI Commander just revived the Weapons
Factory").c_str());
     Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
     Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
    }
    else{
    Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the fund.",ID,CSettings->vehiclefactoriescost).c_str());
    }
   }
   else if(NodCommander[ID]){
    if(NodTeamFund >= CSettings->vehiclefactoriescost){
     NodTeamFund = NodTeamFund - CSettings->vehiclefactoriescost;
     Console_Input(StrFormat("msg The GDI Commander just revived the Airstrip").c_str());
     Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
     Commands->Create_2D_WAV_Sound("pplant_powerup.wav");
    }
    else{
    Console_Input(StrFormat("ppage %d There is not enough credits in the team fund you need
$%i. Use !tfdonate to add to the fund.",ID,CSettings->vehiclefactoriescost).c_str());
    }
   }
  }
    else {
   Console_Input(StrFormat("ppage %d You are not a team commander and cannot use this
command.",ID).c_str());
  }
 }
  else{
```

```
  if(GDICommander[ID]){
  Console_Input(StrFormat("ppage %d The Weapons Factory is not dead.",ID).c_str());
   }
  }
  else{
  if(NodCommander[ID]){
  Console_Input(StrFormat("ppage %d The Airstrip is not dead.",ID).c_str());
   }
  }
 }
};
ChatCommandRegistrant<revive_vehiclefactoriesChatCommand>
revive_vehiclefactoriesChatCommandReg("!revive_wf;!revive_air;!r wf;!r
air",CHATTYPE_TEAM,0,GAMEMODE_ALL);
```