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Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands

Posted by [triattack](#) on Fri, 15 Jun 2012 21:23:30 GMT

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if you want to revive custom buildings by preset you could use this

```
class CommandREVIVEBUILDING :
public ConsoleFunctionClass
{
public:
const char* Get_Name()
{
return "revivebuilding";
}
const char* Get_Help()
{
return "REVIVEBAR - Revives a building for a team usage: revivebuilding <team> <building>.";
}
void Activate(const char* argumentsString)
{
CommandLineParser arguments(argumentsString);
int team = arguments.getInt();
const char * building = arguments.getString();
if(Find_Building_By_Preset(team,building))
{
Revive_Building(Find_Building_By_Preset(team,building);
}
}
};
```

haven't tested the console part as the rest wouldn't work but i know the rest works as i used that in my building revival plugin for apb that works for gamma till version 2.1.1

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