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Subject: Re: How do you revive a building?

Posted by [Gen\\_Blacky](#) on Sat, 01 Oct 2016 08:46:35 GMT

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When ever jonwill added the client fix to 4.0

Im surprised you don't know iran. It was you looking at the original functions in mp demo that started it.

Quote:

Whitedragon:

Started working on this.

Full client support, even on non-4.2 servers.

You can revive buildings with the `revivebuildingbytype`, `revivebuildingbypreset`, and `revivebuildingbyname` console commands, or by calling `BuildingGameObj::On_Revived` directly.  
<http://www.renegadeforums.com/index.php?t=msg&th=40362&prevloaded=1&start=100>

2.The building netcode will NOT let you toggle the "IsDestroyed" flag from "false" to "true" over the network at all no matter what you do.

I think your client fix was added to 4.2 right?

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