
Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands v2.0

Posted by [dblaney1](#) on Mon, 13 Feb 2017 05:32:09 GMT

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Ok here it is. This plugin also handles silos correctly as well.

Edit: Updated this post with the one I posted a few posts down.

File Attachments

- 1) [BuildingRevivalConsoleCommands.h](#), downloaded 345 times
- 2) [BuildingRevivalConsoleCommands.cpp](#), downloaded 335 times
