

---

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

Posted by [dblanky1](#) on Mon, 13 Feb 2017 17:01:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

jonwil wrote on Mon, 13 February 2017 01:14 Here is a small update to the code.

Calls to Revive\_Building are replaced with calls to Restore\_Building (which is the correct engine call to use)

CommandREVIVEBAR and CommandREVIVEHON dont need to call

Set\_Can\_Generate\_Soldiers as SoldierFactoryGameObj::On\_Revived does that for you.

CommandREVIVEGDIPP and CommandREVIVENODPP are fixed to use Find\_Power\_Plant.

CommandREVIVEGDICY and CommandREVIVENODCY dont need to call Is\_Building\_Dead as BuildingGameObj::On\_Revived handles that all for you.

CommandREVIVENODSILO and CommandREVIVEGDISILO are fixed to not need the revived variable anymore.

CommandREVIVEAGT and CommandREVIVEOB are fixed to use Find\_Base\_Defense.

The revived variable was there so that it didn't play the revive sound twice if there were two silos. I actually meant to remove the can generate soldier stuff. Forgot to remove that line. The powerplant was going through all the buildings as there are several maps with multiple powerplants. Thats why it was coded that way. Same for the base defense thing. There are maps out there with multiple Obelisks and AGTs.

Here is a slightly updated version with some of the unnecessary stuff removed using the correct Restore\_Building call.

### File Attachments

- 
- 1) [BuildingRevivalConsoleCommands.h](#), downloaded 324 times
  - 2) [BuildingRevivalConsoleCommands.cpp](#), downloaded 315 times
-