Added Helipad Repair Sounds
Added Repair Facility Repair Sounds
Do On_Revive if Scripts 4.2 RC1 (6983) and up
Play Create_2D_WAV_Sound_Team_Dialog if Scripts 4.3 RC2 (7455) and up
SSGM Log Message for Building Revived

Also these fds commands in DA.dll that already call On_Revive.

revivebuildingbyid <id> - Revives a building by object ID. Host only.
revivebuildingbyname <team> <name> - Revives all buildings whose translated or preset name
matches the given wildcard. Host only.
revivebuildingbypreset <team> <preset name> - Revives all buildings with the given preset name.
Host only.
revivebuildingbytype <team> <type> - Revives all buildings of the given type. Host only. (See
BuildingConstants for types)

File Attachments
1) BuildingRevival.h, downloaded 320 times
2) BuildingRevival.cpp, downloaded 314 times