

---

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

Posted by [jonwil](#) on Mon, 13 Feb 2017 08:14:09 GMT

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

---

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.

---

### File Attachments

1) [BuildingRevivalConsoleCommands.cpp](#), downloaded 360 times

---