## Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands v2.0 Posted by Gen\_Blacky on Sat, 18 Feb 2017 01:49:46 GMT

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Just add to an existing da project. No reason to make it a game feature.

Added chat command use and you can use your bot to setaccesslevel
Added NavelFactory AirFactory Still need to add sounds and stuff. Does anyone have all building
announcements sounds in strings handy?
Created Building Revive functions to stop code duplication

I was experiencing a weird problem where if a refinery gameobejct was passed it would crash on Revive\_Building because of some reference to ScriptableGameObj Get\_Definition() it would crash on !obj->As\_BuildingGameObj(). But it seems to have fixed itself and not sure what was

https://youtu.be/Vn\_LQ9fU9g8

happening.

## File Attachments

- 1) BuildingRevival.cpp, downloaded 300 times
- 2) BuildingRevival.h, downloaded 287 times