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

Posted by [Gen_Blacky](#) on Wed, 22 Feb 2017 06:28:09 GMT

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Its a dup of Restore_Building with extra bits. I only use the function Revive_Building. We still want to set the building health. Turn the base power back on if it is a power plant. We want to apply damage to the building to force it to update. If you don't it will still look damaged until a player damage's the building.

Idk if their is a difference but Im still using 4.3 RC2 or what ever Revision 7103 is

```
// Restore building health
```

```
float max = Commands->Get_Max_Health(building);
```

```
Commands->Set_Health(building, max);
```

```
// Still do this to wake everything up.
```

```
// This is needed to update the state of a building from 'dead' to 'alive on the client
```

```
Commands->Apply_Damage(building, 1.0f, "Explosive", 0);
```

```
// If we're a Power Plant turn on base power
```

```
if (building->As_BuildingGameObj()->As_PowerPlantGameObj()) Power_Base(Team, true);
```

You want to do these 3 things still in addition to the scripts Restore_Building