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Subject: Is there any way to revive a building controllers functions serverside?

Posted by [Kamuix](#) on Sat, 16 Nov 2013 03:48:07 GMT

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After it's been destroyed or if never existed on map? I'm about 90% sure there isn't but want to post here just to make sure, I know you can use the function set\_health to make it appear as it's back alive in the K menu, but it doesn't actually revive it in anyway at all other than showing up alive in the menu.

I tried a few scripts that sounded like building functions scripts but they didn't do anything, way too many scripts to look through though ;p

Thanks for any help !

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Subject: Re: Is there any way to revive a building controllers functions serverside?

Posted by [jonwil](#) on Sat, 16 Nov 2013 11:04:16 GMT

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No it's not possible to truly bring a building controller back to life.  
Not sure if it's possible to spawn a building controller at runtime or not.

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Subject: Re: Is there any way to revive a building controllers functions serverside?

Posted by [Omar007](#) on Sat, 16 Nov 2013 11:23:14 GMT

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Dropping these here for reference:

<http://www.renegadeforums.com/index.php?t=msg&th=40362&start=0&>

<http://www.renegadeforums.com/index.php?t=msg&th=40460&start=0&>

Based on what JonWil previously said in that first topic it won't ever get in officially though  
Unless the patch becomes an official/required patch, then I guess it may get in. It wouldn't make any sense to not put it in if it is a required patch for everyone imo.

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Subject: Re: Is there any way to revive a building controllers functions serverside?

Posted by [Kamuix](#) on Sun, 17 Nov 2013 21:25:14 GMT

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Thanks guys,!

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