
Subject: Re: Buy back building mod
Posted by [MacKinsey](#) on Thu, 10 Jul 2008 21:26:12 GMT
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SSnipe wrote on Wed, 09 July 2008 20:59as said pm the forums of xpz

Quote:

As I find some of my old stuff I will post it. I will let Xphaze keep the newest stuff unless they wish to release it.

I will be editing this post as I upload so check back every now and then.

Link: http://rapidshare.com/files/113797600/Revivable_Buildings.zip

CODE

Revivable Buildings:

Requirements: SSGM and Renegade Resurrection

Install: Put Revive.dll in your FDS folder and add Revive to you plugins list in SSGM.ini

Usage: !revive <Building>

Where <Building> is a short version ie Bar for Barracks.

Known Bugs: This version seems to have a problem with the Veteran plugin release by Hex. I have not fixed this and remains a bug.

Ehhm this archive code in the archive is only for the hon and for the bar.

And u must only type !revinf

If u dont belive me, here is the code

Toggle Spoiler

```
class revinfChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    Console_Input(StrFormat("msg 1",Get_Player_ID(obj)).c_str());
    float Credits = Commands->Get_Money(obj);
    int Team = Get_Object_Type(obj);
    int BuildingID = Commands->Get_ID(Find_Soldier_Factory(Team));
    GameObject *thebuilding = Commands->Find_Object(BuildingID);
    if(Is_Building_Dead(Find_Building(Team,SOLDIER_FACTORY))) {
        if (Team == 1) {
            if(Credits >= 20000){
                Commands->Give_Money(obj,-20000,false);
                Console_Input(StrFormat("msg %d Has just revived the
Barracks",Get_Player_ID(obj)).c_str());
                Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
            }
        }
        else{
            Console_Input(StrFormat("ppage %d You do not have enough credits to revive the
Barracks.",Get_Player_ID(obj)).c_str());
        }
    }
}
```

```

    }
}
else {
    if(Credits >= 20000){
        Commands->Give_Money(obj,-20000,false);
        Console_Input(StrFormat("msg %d Has just revived the Hand of
Nod",Get_Player_ID(obj)).c_str());
        Commands->Attach_Script(thebuilding, "RR_ReviveBuilding", "");
    }
    else{
        Console_Input(StrFormat("ppage %d You do not have enough credits to revive the Hand of
Nod.",Get_Player_ID(obj)).c_str());
    }
}
}
if (Team == 1) {
    Console_Input(StrFormat("ppage %d The Barracks is not dead.",Get_Player_ID(obj)).c_str());
}
else {
    Console_Input(StrFormat("ppage %d The Hand of Nod is not
dead.",Get_Player_ID(obj)).c_str());
}
};
ChatCommandRegistrant<revinfChatCommand>
revinfChatCommandReg("!revinf",CHATTYPE_TEAM,0,GAMEMODE_AOW);

```

If sum1 want to do that with tokens, i would be happy, if no one does or it is undoable ill create for every sort of building a command
