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Subject: Re: Buy back building mod

Posted by [IronWarrior](#) on Fri, 11 Jul 2008 19:00:25 GMT

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dead6re wrote on Fri, 11 July 2008 12:16IronWarrior wrote on Thu, 10 July 2008 12:39dead6re wrote on Thu, 10 July 2008 11:07I didn't think you could properly buyback buildings without a client side modification.

You can attach all the scripts and call the bhs.dll option to reset the status but the building remains destroyed clientside?

Zunnie first made the mod a long time ago, we used to run it on our servers, it fully worked, all server side. The only problem was that players had to leave and rejoin to use the buy menu, this is why we added switchs that you could use to buy vehicles and chars.

Reborn fixed this bug few months ago.

Kinda weird you didn't know this, where you been living? xD

Yes but does it work for clients without bhs.dll properly?

Oh I think I understand what you was first saying, nope they don't, they can still be in the server and play but in our mod we added computer tables and you needed scripts 2.9.2 or above to use them.