Subject: Re: Question regarding reviving buildings
Posted by iRANian on Mon, 19 Sep 2011 17:11:47 GMT

I had to set the health after reviving the building, works fine now. Thanks! This is what I used as a quick test:

```
    Restore_Building(Find_Refinery(Team));
max = Commands->Get_Max_Health(Find_Refinery(Team));
Commands->Set_Health(Find_Refinery(Team), max);
```

edit: One thing I've noticed is that your client thinks that the building is dead (e.g. shows the dead building model) until you shoot it with a pistol or anything else.