Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by Omar007 on Sun, 08 Jan 2012 23:40:56 GMT

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iRANian wrote on Sun, 08 January 2012 21:46@Xpert: There's some small benefits to do it my way, e.g. all the console commands are shown in the FDS box.
Didn't he ment to keep it as a console command but one that uses parameters?
If he did not, your point is valid, else it would not.

EDIT (braindump): Also, still in case you would make it a parameterized console command, the parameter could be extended to also allow it to be a building controller preset, allowing custom maps with multiple buildings of the same type to be revived aswell.