
Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands v2.0

Posted by [Gen_Blacky](#) on Sat, 18 Feb 2017 01:49:46 GMT

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Just add to an existing da project. No reason to make it a game feature.

Added chat command use and you can use your bot to setaccesslevel

Added NavelFactory AirFactory Still need to add sounds and stuff. Does anyone have all building announcements sounds in strings handy?

Created Building Revive functions to stop code duplication

I was experiencing a weird problem where if a refinery gameobject was passed it would crash on Revive_Building because of some reference to ScriptableGameObj Get_Definition() it would crash on !obj->As_BuildingGameObj(). But it seems to have fixed itself and not sure what was happening.

https://youtu.be/Vn_LQ9fU9g8

File Attachments

1) [BuildingRevival.cpp](#), downloaded 381 times

2) [BuildingRevival.h](#), downloaded 373 times
