Subject: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by iRANian on Thu, 05 Jan 2012 18:02:45 GMT
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See http://www.renegadeforums.com/index.php?t=msg&th=40368&start=0& for version 2 of this plugin.

Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by Omar007 on Thu, 05 Jan 2012 22:37:16 GMT
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I used to do this with a custom written script but this is better

Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by Generalcamo on Fri, 06 Jan 2012 00:23:42 GMT
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You could set the plugin to do "zero" damage to the buildings after the command is put in to fix the bug.

Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by Sean on Fri, 06 Jan 2012 02:59:16 GMT
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Wow, that's pretty cool.

Nice job.

Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by halo2pac on Sat, 07 Jan 2012 06:19:28 GMT
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Generalcamo wrote on Thu, 05 January 2012 19:23You could set the plugin to do "zero" damage to the buildings after the command is put in to fix the bug.
I second that. Give it a try.

Also try a net update of some sort if that doesnt work.

Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by Xpert on Sun, 08 Jan 2012 02:25:13 GMT

How come you didn't simplify the command to just "REVIVE [BUILDING]"?

Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by iRANian on Sun, 08 Jan 2012 20:46:17 GMT

@Generalcamo: Thanks I've added that to my plugin.

@halo2pac: Yeah, the Revive_Building() command indeed seems to do that unsuccessfully.

@Xpert: There's some small benefits to do it my way, e.g. all the console commands are shown in the FDS box.

I've uploaded a new version with the "apply zero damage after revival" change.

Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by Xpert on Sun, 08 Jan 2012 21:08:53 GMT

By the way, did you test this with maps that contain more than 1 of a certain building like Cairo?

Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by iRANian on Sun, 08 Jan 2012 21:19:40 GMT

Nope, I don't have any intention to support them either, because only Cairo + Fjords are the well known maps that have them and supporting them might be a royal pain to do.

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

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.

Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by iRANian on Sun, 08 Jan 2012 23:46:56 GMT
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Could you give me more info on that? How do multiple structures of the same type work on a custom map?

Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by Generalcamo on Mon, 09 Jan 2012 02:14:01 GMT
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I beleive they clone the preset, but modify the mesh prefix.

To allow people to revive cloned buildings, I recommend this:

REVIVECUSTOM (preset)

That way, someone could look at the presets, and revive those custom buildings, like silos.

Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by iRANian on Mon, 09 Jan 2012 02:16:05 GMT
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That's pretty obscure syntax, the only real use for including that is for bots.

Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by shaitan on Tue, 12 Jun 2012 20:34:45 GMT
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Disturbd21 if you get the time would you update this one for beta 5 as well?

Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by Distrbd21 on Tue, 12 Jun 2012 22:45:33 GMT
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shaitan wrote on Tue, 12 June 2012 15:34Disturbd21 if you get the time would you update this one for beta 5 as well?
umm idk maybe

all I see that is wrong is Find_Build should be Find_Building_By_Type, thanks zunnie ;p

File Attachments
1) BuildingRevivalConsoleCommands.zip, downloaded 252 times

Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by shaitan on Wed, 13 Jun 2012 01:40:52 GMT
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It would error after beta 5, same style as the others. So I was guessing the names were changed like the other affected plugins. Thanks dist, will try it out.

<Edit> Thank you for the quick update Dist, it works like a charm. I can now kill all sorts of shit and revive them.

Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by Distrbd21 on Wed, 13 Jun 2012 04:56:37 GMT
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shaitan wrote on Tue, 12 June 2012 20:40It would error after beta 5, same style as the others. So I was guessing the names were changed like the other affected plugins. Thanks dist, will try it out.

<Edit> Thank you for the quick update Dist, it works like a charm. I can now kill all sorts of shit and revive them.

NP mate, I'm gonna go deeper into the plugin and see what I can't do about custom Buildings, will let you know when I do.

Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by Reaver11 on Wed, 13 Jun 2012 07:41:19 GMT
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DistrbdSt0rm21 wrote on Tue, 12 June 2012 21:56
NP mate, I'm gonna go deeper into the plugin and see what I can't do about custom Buildings, will let you know when I do.

LOL I bet you mean can!

Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by triattack on Fri, 15 Jun 2012 21:23:30 GMT
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if you want to revive custom buildings by preset you could use this

```
class CommandREVIVEBUILDING :
 public ConsoleFunctionClass
{
public:
 const char* Get_Name()
 {
  return "revivebuilding";
 }
 const char* Get_Help()
 {
  return "REVIVEBAR - Revives a building for a team usage: revivebuilding <team> <building>.";
 }
 void Activate(const char* argumentsString)
 {
  CommandLineParser arguments(argumentsString);
  int team = arguments.getInt();
  const char * building = arguments.getString();
  if(Find_Building_By_Preset(team,building))
  {
   Revive_Building(Find_Building_By_Preset(team,building);
  }

 }
};
```

haven't tested the console part as the rest wouldn't work but i know the rest works as i used that in my building revival plugin for apb that works for gamma till version 2.1.1

Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by shaitan on Sat, 04 Aug 2012 02:29:45 GMT
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I didn't notice it before, but the Obelisk so far doesn't revive. The AGT does.
Sometimes when you kill the AGT it's still able to shoot at you. lol

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Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by Xpert on Sat, 04 Aug 2012 05:26:20 GMT
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I don't use this plugin but I never had this problem on mine and it's the same concept as Iran's. The only issue I came across is the infantry and vehicle purchases don't work after reviving the buildings.

The players ingame during the time of the revive need to leave the game and rejoin for the purchase terminals to register. A fix would be a network update to the clients after the building is revived.

Subject: Re: [SSGM 4.0 Plugin] Building Revival Console Commands
Posted by Gen_Blacky on Sun, 05 Aug 2012 05:55:59 GMT
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Finding the building by the mesh prefix would be referable. Find_Building probably already does this.
Would be able to restore buildings on maps with duplicate buildings easily.