```
else if (message == CUSTOM_EVENT_VEHICLE_EXIT) {
 if (Get_Veh_Owner(obj) == sender) {
  float health = Commands->Get_Health(obj);
  float armor = Commands->Get_Shield_Strength(obj);
  Set_Max_Shield_Strength(obj, vehstartmaxarmor);
  Set_Max_Health(obj, vehstartmaxhealth);
  Commands->Set_Health(obj, health);
  Commands->Set_Shield_Strength(obj, armor);

  if (Is_Script_Attached(obj,"reb_Regen_level_1")) {
   Remove_Script(obj,"reb_Regen_level_1");
  }
  if (Is_Script_Attached(obj,"reb_Regen_level_1")) {
   Remove_Script(obj,"reb_Regen_level_2");
  }
  if (Is_Script_Attached(obj,"reb_Regen_level_1")) {
   Remove_Script(obj,"reb_Regen_level_3");
  }
 }
}
```

Umm is it all suppose to be if level1?