
Subject: Re: [Plug-in] SSGM2.02 Veteran BETA 2.0
Posted by [Xpert](#) on Sun, 10 May 2009 23:53:24 GMT
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```
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?
