Im trying block players from refilling even when they buy a new character. They can buy new characters without the script effecting the players heath if they don't get damaged.

When the Player goes outside of the zone and get's damaged I want the script to somehow return a Boolean value or number to the refill zone. The refill zone will get the players health when they enter the zone and when they exit the zone it will see that they where damaged. It will then set the player health back to what it was when they entered the zone.

Code

```
void B_Refill_Zone::Entered(GameObject *obj,GameObject *enter)
{
 int x;
 x = Get_Int_Parameter("Player_Type");
 if (CheckPlayerType(enter,x))
 {
  return;
 }
 if (Commands->Is_A_Star(enter))
 {
  //Commands->Start_Timer(obj,this,5,Commands->Get_ID(enter));
  return
 }
 Console_Output("enter.\n");
 health = Commands->Get_Health(enter);
 shield = Commands->Get_Shield_Strength(enter);
 Console_Output("[Refill] Health %d Shiled %d.\n",health, shield );

}

void B_Refill_Zone::Exited(GameObject *obj,GameObject *exit)
{
 int x;
 x = Get_Int_Parameter("Player_Type");
 int player = Get_Player_ID(exit);
 if (CheckPlayerType(exit,x))
 {
  return;
 }
 if (!Commands->Is_A_Star(exit))
 {
  return;
 }
```

```
 else if (Commands->Get_Health(exit) > health || Commands->Get_Shield_Strength(exit) > shield
)
 {
  if ( Damage > 0 )
  {
   Commands->Set_Health(exit,health);
   Commands->Set_Shield_Strength(exit,shield);

   char message[1000];
   sprintf(message,"ppage %d Do Not Refill",Get_Player_ID(exit));
   Console_Input(message);
   Console_Output("[Refill] %s tried to refill.\n",Get_Player_Name_By_ID(player));
   Console_Output("[Refill] is Damaged  %d.\n",Get_Player_Name_By_ID(player), Damage);
  }
  else
  {
   Console_Output("[Refill] %s Not Damaged %d.\n",Get_Player_Name_By_ID(player),Damage);
  }
 }

 else
 {
  Console_Output("[Refill] %s did not try to refill.\n",Get_Player_Name_By_ID(player));
 }
}
```

Example of what i want the script to do.

Player Can Pickup Health Powerups

Player Gets Damged outside of the pt zone

If player doesn't get damaged the
player can change characters without
the script changing the players health
and armor

Player goes back into the refill
zone and tries refill or buy a new
charcter. When they exit the zone
their health will be set back to
what it was when they entrerd the
zone.

PT

zone

● = Player
✕ = Health Pickups