
Subject: Re: Vetach plugin

Posted by [danpaul88](#) on Wed, 20 Oct 2010 10:01:21 GMT

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From your latest code, just spotted this;

```
else{return;Remove_Script(obj,"VT_CarryAll");}
```

The Remove_Script will never be called because it will return first. You should swap the order of these calls around if you want the script to get removed properly. I am a bit surprised the compiler didn't warn you about unreachable code actually...

EDIT;

Also, this check

```
if (o && As_ScriptableGameObj(o) && Is_Vehicle(o) && o!=obj)
```

Has a redundant part, a VehicleGameObj is **always** scriptable, so there's no need to test for As_ScriptableGameObj(o). You can safely remove this check to leave you with;

```
if (o && Is_Vehicle(o) && o!=obj)
```
