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Subject: Re: Thoughts on 2.7 and beoynd  
Posted by [jonwil](#) on Mon, 03 Apr 2006 14:23:29 GMT  
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I have sucessfully completed the code to let you move/change the health and armour numbers.  
I am working on the 2 ammo numbers next (currently writing engine calls to get various ammo numbers for current gun, specific gun etc)

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