

Debris

Control Values

Turn Update

BatteStart Update

Constant Update

GameInfo

PlayerCount

Terrain

WindForce

HealthBoxEnterys (CreateMC)

Vector2[201]

X

**Enemy Position** 

0x10 - List`1

0x08 - \_items

0x0C - size

combine

combine

0x0C - WeaponName

0x24 - WeaponLevel

0x10 - \_version

0x0C - Count

0x10 - Item[0]

0x14 - Item[1]

0x18 - Item[2]

