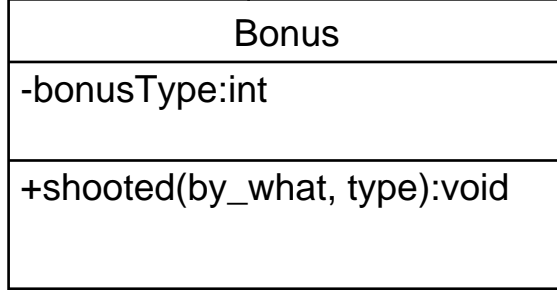
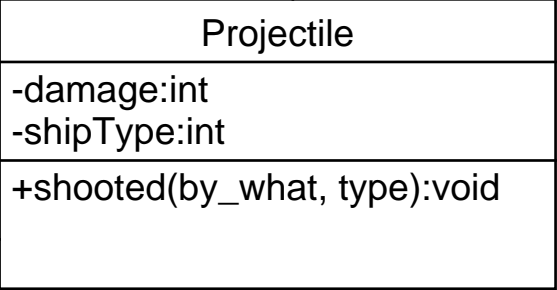
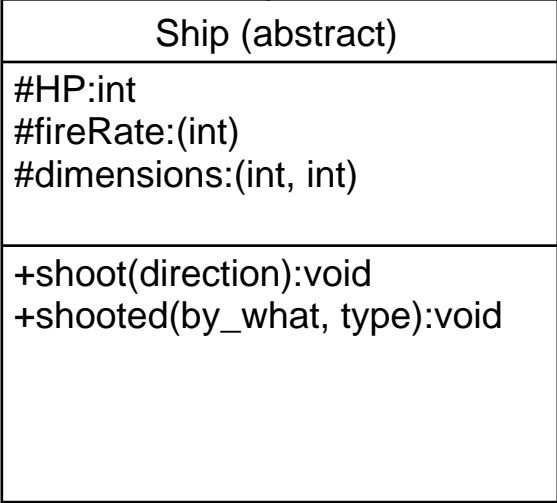
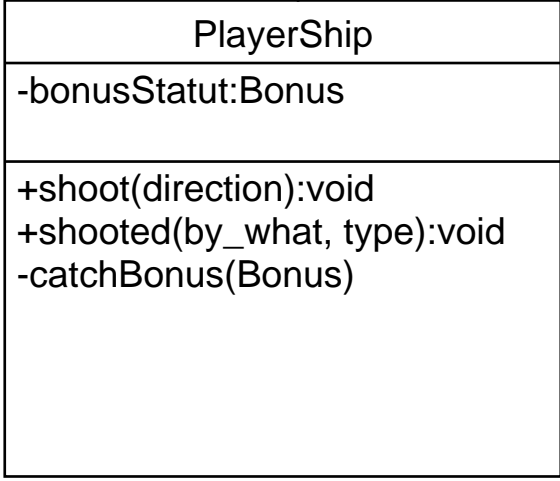
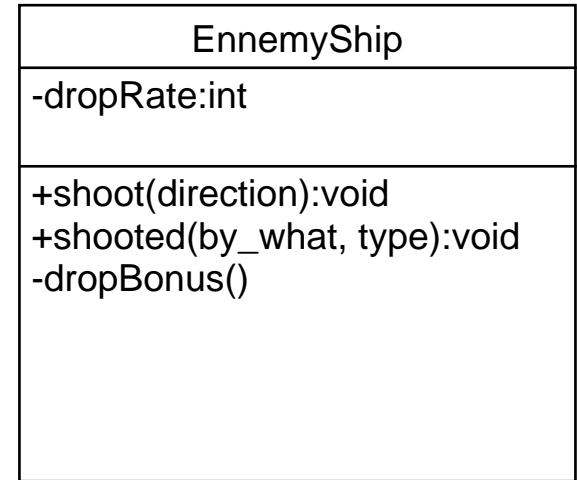
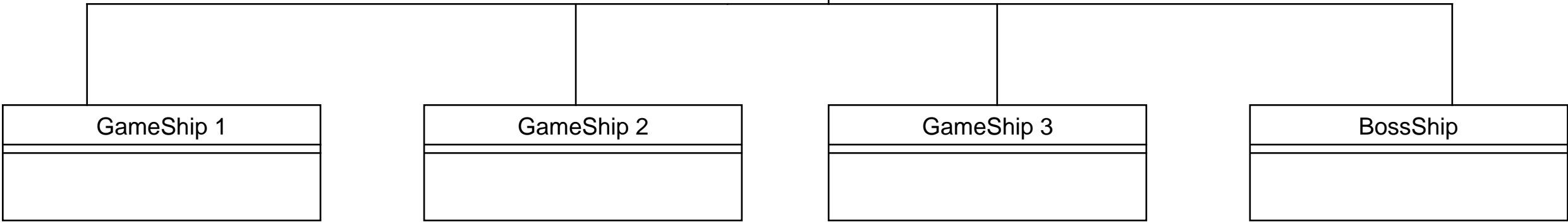
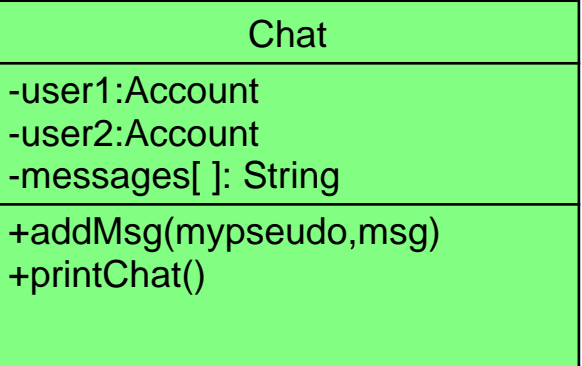
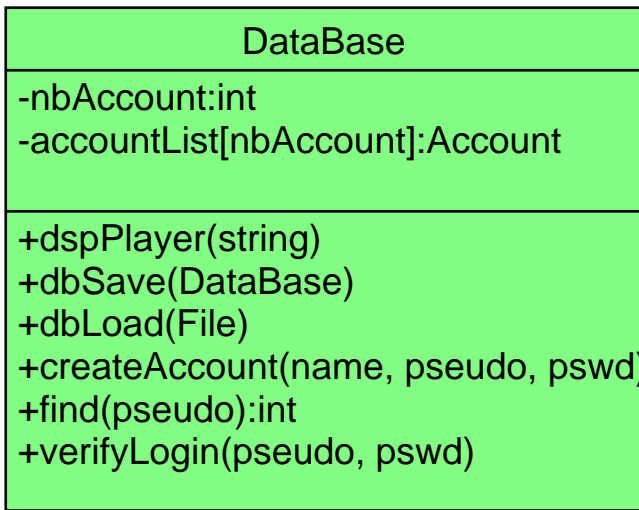
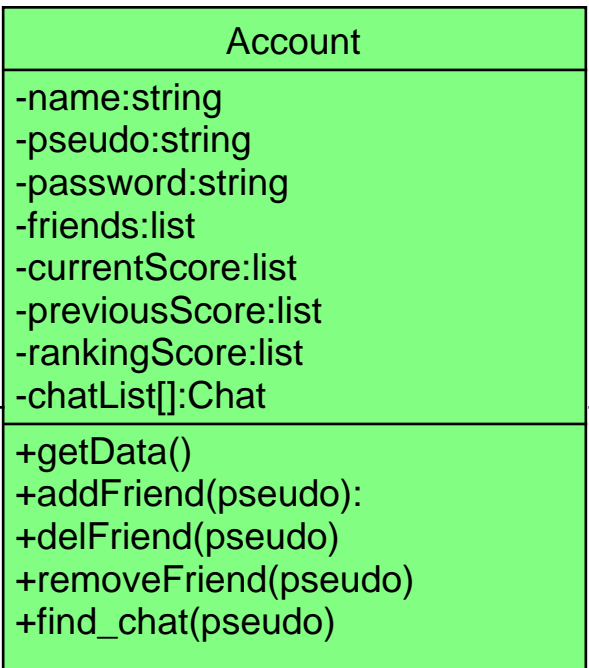
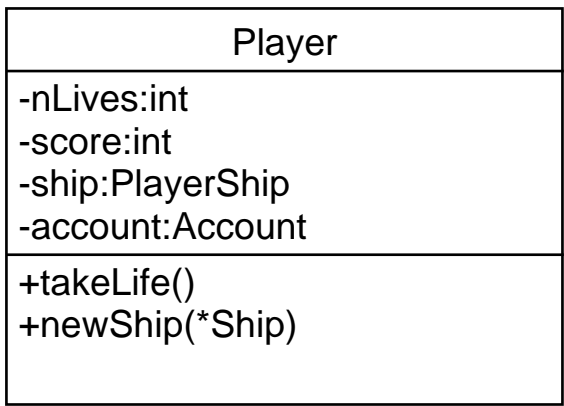
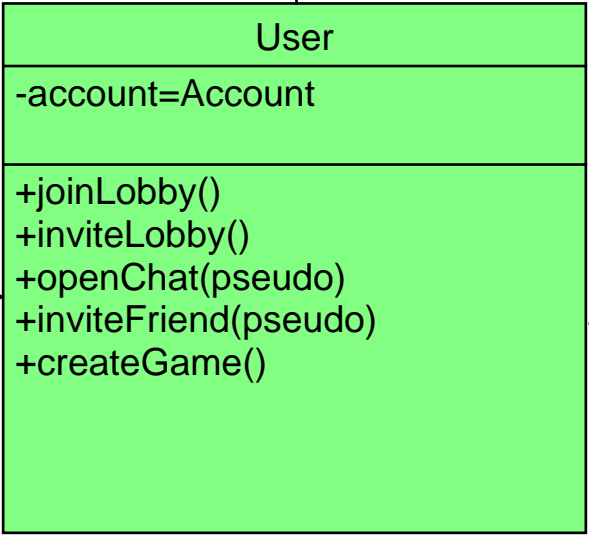
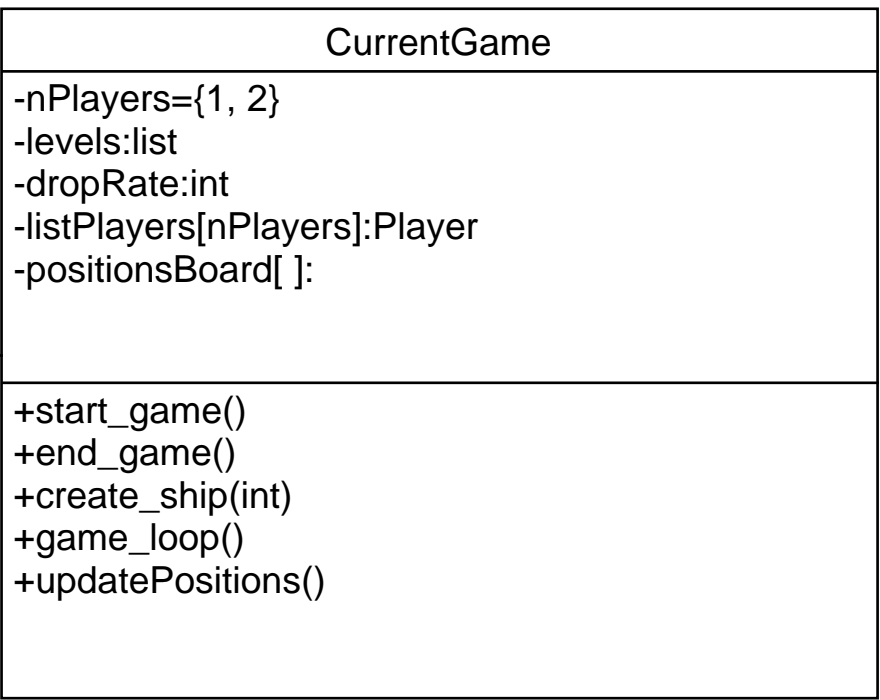
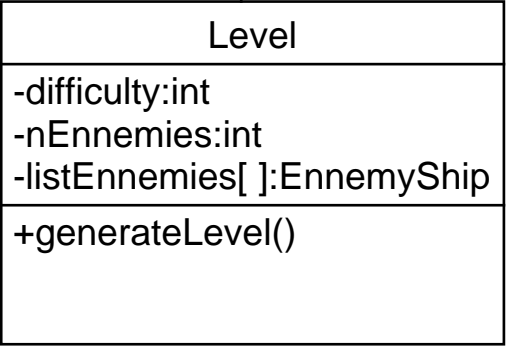
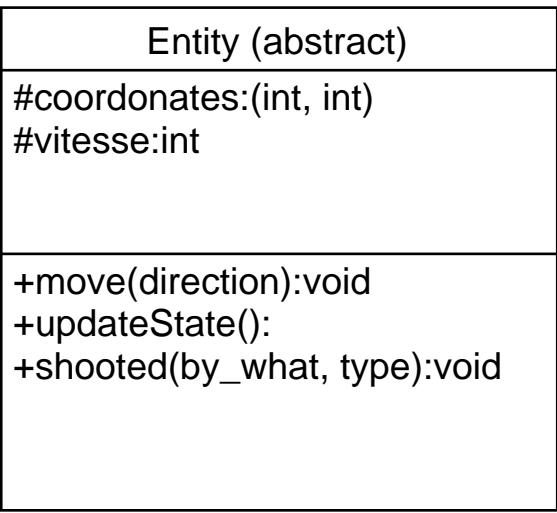


Note..
Spécialisations selon
le niveau



bonusType
1 = doubleshot
2 = moreDamage
3 = minigun
4 = rocket
5 = bombe ..

shipType
1 = Enemy
2 = Friend



Note..
Possible ajout de
structure(conteneur)
pour les msg

