

extends extends Shouter Poine Bouff Shouter Health Ard + Shorter Point Buff (context Context) t Shooter Health Aid + setUp bit map (contest lastere) i would t gelbuff (shurby lianstatus Facade: Showler (constatus Facade) t got baff (short line status Facade Shorter line stars Facad) i voi d t set Up Bitmap (Condest Context): Uvi I Shooter Bonas Shouter Enemy Buller + Shouter bonus Context Context) † Set Up Vitmay Cantest Contes)
¿ void T Shooter Enemy Ballet (contex lades)

| px: int |
| PY: int tsetUpbitmoploontext Contact)