#			
1	equipment_flare_lure_02	5	3446C
2	equipment_flare_lure_01	5	3496C
3	equipment_pest_01	5	34A6C
4	equipment_lockpick_01	20	34B6C
5	equipment_consumable_firstaid_standard_01	10	34C6C
6	equipment_consumable_adrenaline_01	20	34E6C
7	equipment_smoke_grenade_01	5	34F6C
8	equipment_consumable_firstaid_simple_01	20	3526C
9	equipment_mine_01	2	3536C
10	equipment_consumable_firstaid_advanced_01	5	3576C
11	equipment_consumable_first_aid_kit_01	20	3596C
12	equipment_emp_batterypack_small_01	5	35B6C
13	equipment_emp_batterypack_medium_01	2	35E70
14	equipment_grenade_01	5	35F6C
15	equipment_flare_distraction_01	5	3616C
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Open global.gdcc with hex editor ,
search the hex value from list that is already calculated
and change the ammo stack