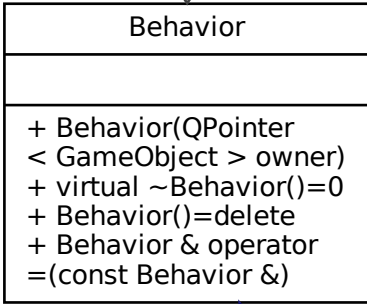


#m_owner



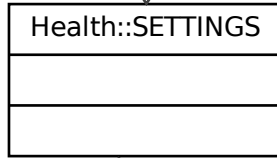
Behavior



+HEALTH_PACK_AMOUNT
+MAX_HEALTH
+MIN_HEALTH



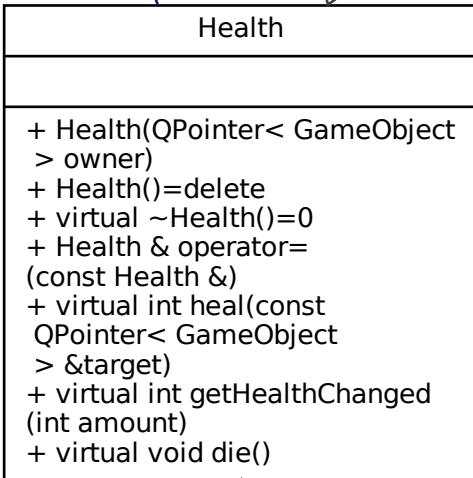
Health::SETTINGS



+Settings



Health



GenericHealingBehavior

