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Subject: Armour levels

Posted by [Jellybe4n](#) on Wed, 25 Jul 2007 08:32:57 GMT

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Say I wanted to up the armour level on a vehicle by 50, is it possible to get the health bar (whatever it's called) to show that increase client side, without them needing to download anything. I know the increase can be done server side through an objects file, it's just the health bar that doesn't show the new value client side.

Any ideas?

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