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Subject: Re: PlayerDataClass

Posted by [danpaul88](#) on Tue, 08 Feb 2011 14:00:35 GMT

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I suspect those stats are purely for single player use and they never designed the netcode to communicate the necessary data, hence why there is no way to access it in multiplayer mode. Whilst it is possible to modify the netcode so that data DOES get sent, it's unlikely to ever get done.

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