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Subject: Script Bug, maybe fix in next release?

Posted by [rrutk](#) on Wed, 05 Oct 2011 11:46:45 GMT

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As far as I see, "JFW\_Character\_Buy\_Poke" has a bug:

The Char is bought with all it's Weapon's and stuff, but the Health/Shield Value in HUD doesn't change to the new one.

So I don't know, if it's a HUD bug or a script bug?

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