
Subject: Re: Source Files

Posted by [reborn](#) on Thu, 14 Jun 2007 10:26:31 GMT

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Hmm, I am hesitant to jump back into your topics, I feel I might be opening another can of worms for myself. Anyway...

To do this you need to edit the source code of SSAOW. You need to open the crates.cpp file.

In the crates.cpp file there is a randomchar array, which will look like this:

```
char *RandomGDIChar[10][2] =
{
  {"Officer", "CnC_GDI_MiniGunner_1Off" },
  {"Rocket Soldier", "CnC_GDI_RocketSoldier_1Off" },
  {"Sydney", "CnC_Sydney" },
  {"Deadeye", "CnC_GDI_MiniGunner_2SF" },
  {"Gunner", "CnC_GDI_RocketSoldier_2SF" },
  {"Patch", "CnC_GDI_Grenadier_2SF" },
  {"Havoc", "CnC_GDI_MiniGunner_3Boss" },
  {"Prototype Sydney", "CnC_Sydney_PowerSuit" },
  {"Mobius", "CnC_Ignatio_Mobius" },
  {"Hotwire", "CnC_GDI_Engineer_2SF" }
};

char *RandomNodChar[10][2] =
{
  {"Officer", "CnC_Nod_Minigunner_1Off" },
  {"Rocket Soldier", "CnC_Nod_RocketSoldier_1Off" },
  {"Chem Warrior", "CnC_Nod_FlameThrower_1Off" },
  {"Blackhand Sniper", "CnC_Nod_Minigunner_2SF" },
  {"Laser Chaingunner", "CnC_Nod_RocketSoldier_2SF" },
  {"Stealth Black Hand", "CnC_Nod_FlameThrower_2SF" },
  {"Sakura", "CnC_Nod_Minigunner_3Boss" },
  {"Raveshaw", "CnC_Nod_RocketSoldier_3Boss" },
  {"Mendoza", "CnC_Nod_FlameThrower_3Boss" },
  {"Technician", "CnC_Nod_Technician_0" }
};
```

You could either edit the random character code to only look at one array and make the list include all characters (which is the better way to do it). Or you could do it the shitty way but that will still work and be easier for you.

for the random GDI char array change it to:

```
char *RandomGDIChar[20][2] =
{
  {"Officer", "CnC_GDI_MiniGunner_1Off" },
  {"Rocket Soldier", "CnC_GDI_RocketSoldier_1Off" },
  {"Sydney", "CnC_Sydney" },
  {"Deadeye", "CnC_GDI_MiniGunner_2SF" },
  {"Gunner", "CnC_GDI_RocketSoldier_2SF" },
  {"Patch", "CnC_GDI_Grenadier_2SF" },
  {"Havoc", "CnC_GDI_MiniGunner_3Boss" },
  {"Prototype Sydney", "CnC_Sydney_PowerSuit" },
  {"Mobius", "CnC_Ignatio_Mobius" },
  {"Hotwire", "CnC_GDI_Engineer_2SF" }
  {"Officer", "CnC_Nod_Minigunner_1Off" },
  {"Rocket Soldier", "CnC_Nod_RocketSoldier_1Off" },
  {"Chem Warrior", "CnC_Nod_FlameThrower_1Off" },
  {"Blackhand Sniper", "CnC_Nod_Minigunner_2SF" },
  {"Laser Chaingunner", "CnC_Nod_RocketSoldier_2SF" },
  {"Stealth Black Hand", "CnC_Nod_FlameThrower_2SF" },
  {"Sakura", "CnC_Nod_Minigunner_3Boss" },
  {"Raveshaw", "CnC_Nod_RocketSoldier_3Boss" },
  {"Mendoza", "CnC_Nod_FlameThrower_3Boss" },
  {"Technician", "CnC_Nod_Technician_0" }
};
```

And do the same for the Nod random char array too. Notice how I changed the number from 10 to 20, this is because very basically that number declares how many characters are in your list.

Obviously you will need to work from the source code you have already started to edit for other stuff.
