
Subject: Re: Source Files

Posted by [reborn](#) on Fri, 15 Jun 2007 17:15:05 GMT

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joe937465 wrote on Fri, 15 June 2007 12:59

see how the names are the same? like officer? maybe i should change it to GDI Officer or NOD officer or something?

array <http://en.wikipedia.org/wiki/Array>

This is an array:

```
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 yeah.. Change the officer names.
