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Subject: Re: Scripts Part 3

Posted by [\\_SSnipe\\_](#) on Sun, 17 Jun 2007 21:57:30 GMT

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ok reborn i still ahve problems

i have put it chars in the random char section and does nto work i set there for hours picking up crates and nothing

```
char *RandomGDIChar[14][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" },
  {"Mutant", "CnC_GDI_Mutant_0_Mutant" },
  {"Acolyte", "CnC_GDI_Mutant_1Off_Acolyte" },
  {"Templar", "CnC_GDI_Mutant_2SF_Templar" },
  {"Locke", "GDI_Brigadier_Locke" }
};
```

```
char *RandomNodChar[14][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" },
  {"Mutant", "CnC_Nod_Mutant_0_Mutant" },
  {"Acolyte", "CnC_Nod_Mutant_1Off_Acolyte" },
  {"Templar", "CnC_Nod_Mutant_2SF_Templar" },
  {"Kane", "Nod_Kane_HologramHead_small" }
};
```

and then i tryd chancing the random vech crate buy choosing same type of vech to new preset like  
changing CnC\_Nod\_Recon\_Bike to Nod\_Recon\_Bike\_Player because i had to edit something then did not work so i even chanegs the present in the file NodRVC\_recon.txt and GDIRVC\_recon.txt

```
char *RandomVehicle[12][3] =  
{  
  {"GDI Humvee", "humvee", "CnC_GDI_Humm-vee" },  
  {"Nod Buggy", "buggy", "CnC_Nod_Buggy" },  
  {"GDI APC", "gdiapc", "CnC_GDI_APC" },  
  {"Nod APC", "nodapc", "CnC_Nod_APC" },  
  {"GDI MRLS", "mrls", "CnC_GDI_MRLS" },  
  {"Nod Mobile Artillery", "arty", "CnC_Nod_Mobile_Artillery"},  
  {"GDI Medium Tank", "med", "CnC_GDI_Medium_Tank" },  
  {"Nod Light Tank", "lighttank", "CnC_Nod_Light_Tank" },  
  {"Nod Flame Tank", "flamer", "Nod_Flame_Tank_Player" },  
  {"Nod Stealth Tank", "stank", "Nod_Stealth_Tank_Player" },  
  {"GDI Mammoth Tank", "mammy", "CnC_GDI_Mammoth_Tank" },  
  {"Nod Recon Bike", "recon", "Nod_Recon_Bike_Player"}  
};
```

im almost sure all these are right it just seems like the scripts are reading them reborn are we sure we are not missing anything and settings? do they work for you becuse they dont for me

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