

so like what im trying to say is i only copy and paste everything i edit or the whole scripts including the

```
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" },
    {"GDI Mutant", "CnC_GDI_Mutant_0_Mutant" },
    {"GDI Acolyte", "CnC_GDI_Mutant_1Off_Acolyte" },
    {"GDI 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" },
    {"Nod Mutant", "CnC_Nod_Mutant_0_Mutant" },
    {"Nod Acolyte", "CnC_Nod_Mutant_1Off_Acolyte" },
    {"Nod Templar", "CnC_Nod_Mutant_2SF_Templar" },
    {"Kane", "Nod_Kane" }
```

```
};  
}
```