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Subject: Random Char Error I need Fixed

Posted by [\\_SSnipe\\_](#) on Mon, 02 Jul 2007 21:24:05 GMT

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ok im try to explain this easiest way i can  
heres my arry

```
char *RandomGDIChar[14][2] = {
  {"GDI Officer", "CnC_GDI_MiniGunner_1Off" },
  {"GDI Rocket Soldier", "CnC_GDI_RocketSoldier_1Off" },
  {"GDI Sydney", "CnC_Sydney" },
  {"GDI Deadeye", "CnC_GDI_MiniGunner_2SF" },
  {"GDI Gunner", "CnC_GDI_RocketSoldier_2SF" },
  {"GDI Patch", "CnC_GDI_Grenadier_2SF" },
  {"GDI Havoc", "CnC_GDI_MiniGunner_3Boss" },
  {"GDI Prototype Sydney", "CnC_Sydney_PowerSuit" },
  {"GDI Mobius", "CnC_Ignatio_Mobius" },
  {"GDI Hotwire", "CnC_GDI_Engineer_2SF" },
  {"NOD Officer", "CnC_Nod_Minigunner_1Off" },
  {"NOD Rocket Soldier", "CnC_Nod_RocketSoldier_1Off" },
  {"NOD Chem Warrior", "CnC_Nod_FlameThrower_1Off" },
  {"NOD Blackhand Sniper", "CnC_Nod_Minigunner_2SF" },
  {"NOD Laser Chaingunner", "CnC_Nod_RocketSoldier_2SF" },
  {"NOD Stealth Black Hand", "CnC_Nod_FlameThrower_2SF" },
  {"NOD Sakura", "CnC_Nod_Minigunner_3Boss" },
  {"NOD Raveshaw", "CnC_Nod_RocketSoldier_3Boss" },
  {"NOD Mendoza", "CnC_Nod_FlameThrower_3Boss" },
  {"NOD Technician", "CnC_Nod_Technician_0" }
};
```

```
char *RandomNodChar[14][2] = {
  {"NOD Officer", "CnC_Nod_Minigunner_1Off" },
  {"NOD Rocket Soldier", "CnC_Nod_RocketSoldier_1Off" },
  {"NOD Chem Warrior", "CnC_Nod_FlameThrower_1Off" },
  {"NOD Blackhand Sniper", "CnC_Nod_Minigunner_2SF" },
  {"NOD Laser Chaingunner", "CnC_Nod_RocketSoldier_2SF" },
  {"NOD Stealth Black Hand", "CnC_Nod_FlameThrower_2SF" },
  {"NOD Sakura", "CnC_Nod_Minigunner_3Boss" },
  {"NOD Raveshaw", "CnC_Nod_RocketSoldier_3Boss" },
  {"NOD Mendoza", "CnC_Nod_FlameThrower_3Boss" },
  {"NOD Technician", "CnC_Nod_Technician_0" },
  {"GDI Officer", "CnC_GDI_MiniGunner_1Off" },
  {"GDI Rocket Soldier", "CnC_GDI_RocketSoldier_1Off" },
  {"GDI Sydney", "CnC_Sydney" },
  {"GDI Deadeye", "CnC_GDI_MiniGunner_2SF" },
  {"GDI Gunner", "CnC_GDI_RocketSoldier_2SF" },
  {"GDI Patch", "CnC_GDI_Grenadier_2SF" },
  {"GDI Havoc", "CnC_GDI_MiniGunner_3Boss" },
```

```
{ "GDI Prototype Sydney", "CnC_Sydney_PowerSuit" },  
{ "GDI Mobius", "CnC_Ignatio_Mobius" },  
{ "GDI Hotwire", "CnC_GDI_Engineer_2SF" }  
};
```

but the problem is is the message if im on gdi and get a gdi char it whould say something like: You have been transformed into a GDI GDI Deadeye by the Random Character Crate.

or somthing like this if im on nod and get a gdi char

You have been transformed into a NOD GDI Deadeye by the Random Character Crate.

and the other way round i tryed not adding the GDI and NOD in front of the names but it then whould say u got a GDI officer and it whould be a nod officer

if anyone understand waht i mean can anyone please help me?

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