Subject: Re: Random Char Error I need Fixed Posted by Whitedragon on Tue, 03 Jul 2007 09:33:22 GMT

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You're not allocating enough space for the arrays.

char *RandomNodChar[14][2]

See the 14? That's how many entries there are. There's more than 14.

Also, if you're going to let them get the other team's characters then there's no reason to have 2 arrays. Just use the same array for both teams.