
Subject: Re: Random Char Error I need Fixed
Posted by [reborn](#) on Tue, 03 Jul 2007 09:39:24 GMT
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He won't be able to figure out how to make it just read from one array. This way is clumsy but it will work for him.

There is a text string in the code somewhere that will say something like "you have been transformed into", search for that. On that line it will say GDI in there followed by a %s. Remove the word GDI, now do the same for the line containing the word "Nod". It will now work how you want it.

And yeah, WD is right about the 14, you need to change that to how many characters you have in that array.

```
char *RandomGDIChar[20][2] = {
```
