
Subject: Re: Random Char Error I need Fixed
Posted by [_SSnipe_](#) on Tue, 03 Jul 2007 09:46:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

cool ill change it on my ssgm scripts ty

edit: ok maybe im not as smart as i thought i was

```
StrFormat2(message2,"%ls picked up a Random Character
Crate.",Get_Wide_Player_Name(sender));
    if (Commands->Get_Player_Type(sender) == 1) {
        Change_Character(sender,RandomGDIChar[Index][1]);
        StrFormat2(message1,"page %d [Crate] You have been transformed into a %s by the
Random Character Crate.",Get_Player_ID(sender),RandomGDIChar[Index][0]);
        if (Settings->Gamelog) {
            Vector3 pos = Commands->Get_Position(sender);
            StrFormat2(message3,"CRATE;CHARACTER;%s;%d;%s;%f;%f;%f;%f;%f;%f;%f;%d",
RandomGDIChar[Index][0], Commands->Get_ID(sender),
Commands->Get_Preset_Name(sender), pos.Y,pos.X,pos.Z, Commands->Get_Facing(sender),
Commands->Get_Max_Health(sender),Commands->Get_Max_Shield_Strength(sender),Get_Obj
ect_Type(sender));
        }
    }
    else {
        Change_Character(sender,RandomNodChar[Index][1]);
        StrFormat2(message1,"page %d [Crate] You have been transformed into a %s by the
Random Character Crate.",Get_Player_ID(sender),RandomNodChar[Index][0]);
        if (Settings->Gamelog) {
            Vector3 pos = Commands->Get_Position(sender);
            StrFormat2(message3,"CRATE;CHARACTER;%s;%d;%s;%f;%f;%f;%f;%f;%f;%f;%d",
RandomNodChar[Index][0], Commands->Get_ID(sender),
Commands->Get_Preset_Name(sender), pos.Y,pos.X,pos.Z, Commands->Get_Facing(sender),
Commands->Get_Max_Health(sender),Commands->Get_Max_Shield_Strength(sender),Get_Obj
ect_Type(sender));
        }
    }
```

now what do i have to change>? i have a idea but not 100% sure
