
Subject: Re: Random Char Error I need Fixed
Posted by [reborn](#) on Tue, 03 Jul 2007 10:01:52 GMT
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I thought I remembered it being here:

```
StrFormat2(message1,"ppage %d [Crate] You have been transformed into a %s by the Random  
Character Crate.",Get_Player_ID(sender),RandomNodChar[Index][0]);
```

Although that was in SSAOW 1.5, this version doesn't seem to have it there. I am at work ATM and can't really spend much time looking for you.
