
Subject: Source Files

Posted by [_SSnipe_](#) on Thu, 14 Jun 2007 06:54:53 GMT

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how can i make the random char crate also turn u into gdi units if ur on nod and nod ir ur on gdi as well so it can randomly turn u into ur team or ur emenys? i thought putting the gdi stuff form the crate to nod section but no look i messed with it for hours but no luck

Subject: Re: Source Files

Posted by [Viking](#) on Thu, 14 Jun 2007 07:15:48 GMT

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hew doze i makes yew stoop poostingzing

Subject: Re: Source Files

Posted by [Zion](#) on Thu, 14 Jun 2007 08:02:55 GMT

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wit teh l33t h4x

u h4x in levedit an chane ir aruondf if ur l33t liek my an my l33t frends is eesy butt u stopid so u k33p askin shite questions an spam furoms wit stopid questions so k33p m3551n9 rund wit ir

Subject: Re: Source Files

Posted by [_SSnipe_](#) on Thu, 14 Jun 2007 08:15:37 GMT

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the forums are to ask questions if u need help and people stop answering my other post after a while so i make a new one with new subject its not like i just random ask i have tried to do this for hours with no luck so this is my last place to ask for help

Subject: Re: Source Files

Posted by [reborn](#) on Thu, 14 Jun 2007 10:26:31 GMT

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Hmm, I am hesitant to jump back into your topics, I feel I might be opening another can of worms for myself. Anyway...

To do this you need to edit the source code of SSAOW. You need to open the crates.cpp file.

In the crates.cpp file there is a randomchar array, which will look like this:

```

char *RandomGDIChar[10][2] =
{
  {"Officer", "CnC_GDI_MiniGunner_1Off" },
  {"Rocket Soldier", "CnC_GDI_RocketSoldier_1Off" },
  {"Sydney", "CnC_Sydney" },
  {"Deadeye", "CnC_GDI_MiniGunner_2SF" },
  {"Gunner", "CnC_GDI_RocketSoldier_2SF" },
  {"Patch", "CnC_GDI_Grenadier_2SF" },
  {"Havoc", "CnC_GDI_MiniGunner_3Boss" },
  {"Prototype Sydney", "CnC_Sydney_PowerSuit" },
  {"Mobius", "CnC_Ignatio_Mobius" },
  {"Hotwire", "CnC_GDI_Engineer_2SF" }
};

```

```

char *RandomNodChar[10][2] =
{
  {"Officer", "CnC_Nod_Minigunner_1Off" },
  {"Rocket Soldier", "CnC_Nod_RocketSoldier_1Off" },
  {"Chem Warrior", "CnC_Nod_FlameThrower_1Off" },
  {"Blackhand Sniper", "CnC_Nod_Minigunner_2SF" },
  {"Laser Chaingunner", "CnC_Nod_RocketSoldier_2SF" },
  {"Stealth Black Hand", "CnC_Nod_FlameThrower_2SF" },
  {"Sakura", "CnC_Nod_Minigunner_3Boss" },
  {"Raveshaw", "CnC_Nod_RocketSoldier_3Boss" },
  {"Mendoza", "CnC_Nod_FlameThrower_3Boss" },
  {"Technician", "CnC_Nod_Technician_0" }
};

```

You could either edit the random character code to only look at one array and make the list include all characters (which is the better way to do it). Or you could do it the shitty way but that will still work and be easier for you.

for the randon GDI char array change it to:

```

char *RandomGDIChar[20][2] =
{
  {"Officer", "CnC_GDI_MiniGunner_1Off" },
  {"Rocket Soldier", "CnC_GDI_RocketSoldier_1Off" },
  {"Sydney", "CnC_Sydney" },
  {"Deadeye", "CnC_GDI_MiniGunner_2SF" },
  {"Gunner", "CnC_GDI_RocketSoldier_2SF" },

```

```
{ "Patch", "CnC_GDI_Grenadier_2SF" },
{ "Havoc", "CnC_GDI_MiniGunner_3Boss" },
{ "Prototype Sydney", "CnC_Sydney_PowerSuit" },
{ "Mobius", "CnC_Ignatio_Mobius" },
{ "Hotwire", "CnC_GDI_Engineer_2SF" }
{ "Officer", "CnC_Nod_Minigunner_1Off" },
{ "Rocket Soldier", "CnC_Nod_RocketSoldier_1Off" },
{ "Chem Warrior", "CnC_Nod_FlameThrower_1Off" },
{ "Blackhand Sniper", "CnC_Nod_Minigunner_2SF" },
{ "Laser Chaingunner", "CnC_Nod_RocketSoldier_2SF" },
{ "Stealth Black Hand", "CnC_Nod_FlameThrower_2SF" },
{ "Sakura", "CnC_Nod_Minigunner_3Boss" },
{ "Raveshaw", "CnC_Nod_RocketSoldier_3Boss" },
{ "Mendoza", "CnC_Nod_FlameThrower_3Boss" },
{ "Technician", "CnC_Nod_Technician_0" }
};
```

And do the same for the Nod random char array too. Notice how I changed the number from 10 to 20, this is because very basically that number declares how many characters are in your list.

Obviously you will need to work from the source code you have already started to edit for other stuff.

Subject: Re: Source Files
Posted by [_SSnipe_](#) on Thu, 14 Jun 2007 17:18:45 GMT
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i did that the first time but never got gdi chars but ty i thibnk i forgot the 20 instead of 10 part >.<
but ty ill get to that 2

also how do u make them in those green boxes on the post?

Subject: Re: Source Files
Posted by [reborn](#) on Thu, 14 Jun 2007 17:28:32 GMT
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joe937465 wrote on Thu, 14 June 2007 13:18i did that the first time but never got gdi chars but ty i thibnk i forgot the 20 instead of 10 part >.< but ty ill get to that 2

Make sure you change both the GDI and Nod random character array, chances are 50/50 to get a

char from either team in the example I showed.

joe937465 wrote on Thu, 14 June 2007 13:18
also how do u make them in those green boxes on the post?

Huh?

Subject: Re: Source Files
Posted by [_SSnipe_](#) on Thu, 14 Jun 2007 17:46:27 GMT
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lol let me make it easier the green box that has the codes u posted on this forum to show me how to do them how u do that?

Subject: Re: Source Files
Posted by [reborn](#) on Thu, 14 Jun 2007 17:52:50 GMT
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joe937465 wrote on Thu, 14 June 2007 13:46lol let me make it easier the green box that has the codes u posted on this forum to show me how to do them how u do that?

Wrap the text in "[code][/code]" tags (but do not use the spaces like I did inbetween the braces.

Subject: Re: Source Files
Posted by [_SSnipe_](#) on Thu, 14 Jun 2007 21:10:53 GMT
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cool thanks for the tip

new question

how can i add new type of crates?

Subject: Re: Source Files

Posted by [Slave](#) on Thu, 14 Jun 2007 21:41:36 GMT

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New question: Why do you insist in making the most ambitious mod in the universe with only a week of modding experience?

Subject: Re: Source Files

Posted by [reborn](#) on Thu, 14 Jun 2007 23:32:25 GMT

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joe937465 wrote on Thu, 14 June 2007 17:10cool thanks for the tip

new question

how can i add new type of crates?

Create new scripts for them in the crates.cpp file.

Subject: Re: Source Files

Posted by [_SSnipe_](#) on Thu, 14 Jun 2007 23:40:41 GMT

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im getting pretty good everything u tell me im remembering and im moving up

Subject: Re: Source Files

Posted by [_SSnipe_](#) on Thu, 14 Jun 2007 23:42:45 GMT

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ok heres something reborn

im going to make new powerup spanwers right

but i want to know how to make it where when u get a sort of weapon

so u cant pick another pack up

like for example on this server ok u got this pack to give u more health and weapons and it comes with a weapon if u have that weapon u cant pick any other power up at all how do i do that?

Subject: Re: Source Files

Posted by [reborn](#) on Thu, 14 Jun 2007 23:54:36 GMT

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Write a script that either disallows a player to pick up pow's, or removes them when they are picked up, then attach that script to the sender when they are granted the special power up spawner you are making.

Remember to detroy the script if they are killed.

Subject: Re: Source Files
Posted by [_SSnipe_](#) on Fri, 15 Jun 2007 01:38:08 GMT
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wow that sucks beaucase i cant make them im not that smart >.<

Subject: Re: Source Files
Posted by [_SSnipe_](#) on Fri, 15 Jun 2007 02:29:26 GMT
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what do KAK_Vehiclea_Log
and
MAC_Vehicle

scripts do?

Subject: Re: Source Files
Posted by [_SSnipe_](#) on Fri, 15 Jun 2007 05:09:18 GMT
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o andd reborn i did that source code but i got like 20 crates none of them were gdi chars and i was on nod and i set it to only give chars

Subject: Re: Source Files
Posted by [reborn](#) on Fri, 15 Jun 2007 09:53:58 GMT
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I am guessing you only edited the GDI random char array and not the Nod character array.

Subject: Re: Source Files
Posted by [_SSnipe_](#) on Fri, 15 Jun 2007 16:59:34 GMT
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umm i edited both the same.....and just sat there getting the crate for a while and didnt work

hmmmm

let me double check everything *sigh*

EDIT:when u say array? whats that word mean? the order?

```
char *RandomGDIChar[20][2] =
{
  {"Officer", "CnC_GDI_MiniGunner_1Off" },
  {"Rocket Soldier", "CnC_GDI_RocketSoldier_1Off" },
  {"Sydney", "CnC_Sydney" },
  {"Deadeye", "CnC_GDI_MiniGunner_2SF" },
  {"Gunner", "CnC_GDI_RocketSoldier_2SF" },
  {"Patch", "CnC_GDI_Grenadier_2SF" },
  {"Havoc", "CnC_GDI_MiniGunner_3Boss" },
  {"Prototype Sydney", "CnC_Sydney_PowerSuit" },
  {"Mobius", "CnC_Ignatio_Mobius" },
  {"Hotwire", "CnC_GDI_Engineer_2SF" },
  {"Officer", "CnC_Nod_Minigunner_1Off" },
  {"Rocket Soldier", "CnC_Nod_RocketSoldier_1Off" },
  {"Chem Warrior", "CnC_Nod_FlameThrower_1Off" },
  {"Blackhand Sniper", "CnC_Nod_Minigunner_2SF" },
  {"Laser Chaingunner", "CnC_Nod_RocketSoldier_2SF" },
  {"Stealth Black Hand", "CnC_Nod_FlameThrower_2SF" },
  {"Sakura", "CnC_Nod_Minigunner_3Boss" },
  {"Raveshaw", "CnC_Nod_RocketSoldier_3Boss" },
  {"Mendoza", "CnC_Nod_FlameThrower_3Boss" },
  {"Technician", "CnC_Nod_Technician_0" }
};
```

```
char *RandomNodChar[20][2] =
{
  {"Officer", "CnC_Nod_Minigunner_1Off" },
  {"Rocket Soldier", "CnC_Nod_RocketSoldier_1Off" },
  {"Chem Warrior", "CnC_Nod_FlameThrower_1Off" },
  {"Blackhand Sniper", "CnC_Nod_Minigunner_2SF" },
  {"Laser Chaingunner", "CnC_Nod_RocketSoldier_2SF" },
  {"Stealth Black Hand", "CnC_Nod_FlameThrower_2SF" },
  {"Sakura", "CnC_Nod_Minigunner_3Boss" },
  {"Raveshaw", "CnC_Nod_RocketSoldier_3Boss" },
  {"Mendoza", "CnC_Nod_FlameThrower_3Boss" },
  {"Technician", "CnC_Nod_Technician_0" },
  {"Officer", "CnC_GDI_MiniGunner_1Off" },
  {"Rocket Soldier", "CnC_GDI_RocketSoldier_1Off" },
  {"Sydney", "CnC_Sydney" },
  {"Deadeye", "CnC_GDI_MiniGunner_2SF" },
  {"Gunner", "CnC_GDI_RocketSoldier_2SF" },
};
```

```
{ "Patch", "CnC_GDI_Grenadier_2SF" },
{ "Havoc", "CnC_GDI_MiniGunner_3Boss" },
{ "Prototype Sydney", "CnC_Sydney_PowerSuit" },
{ "Mobius", "CnC_Ignatio_Mobius" },
{ "Hotwire", "CnC_GDI_Engineer_2SF" }
};
```

see how the names are the same? like officer? maybe i should change it to GDI Officer or NOD officer or something?

Subject: Re: Source Files

Posted by [reborn](#) on Fri, 15 Jun 2007 17:15:05 GMT

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joe937465 wrote on Fri, 15 June 2007 12:59

see how the names are the same? like officer? maybe i should change it to GDI Officer or NOD officer or something?

array <http://en.wikipedia.org/wiki/Array>

This is an array:

```
char *RandomGDIChar[20][2] =
{
{ "Officer", "CnC_GDI_MiniGunner_1Off" },
{ "Rocket Soldier", "CnC_GDI_RocketSoldier_1Off" },
{ "Sydney", "CnC_Sydney" },
{ "Deadeye", "CnC_GDI_MiniGunner_2SF" },
{ "Gunner", "CnC_GDI_RocketSoldier_2SF" },
{ "Patch", "CnC_GDI_Grenadier_2SF" },
{ "Havoc", "CnC_GDI_MiniGunner_3Boss" },
{ "Prototype Sydney", "CnC_Sydney_PowerSuit" },
{ "Mobius", "CnC_Ignatio_Mobius" },
{ "Hotwire", "CnC_GDI_Engineer_2SF" },
{ "Officer", "CnC_Nod_Minigunner_1Off" },
{ "Rocket Soldier", "CnC_Nod_RocketSoldier_1Off" },
{ "Chem Warrior", "CnC_Nod_FlameThrower_1Off" },
{ "Blackhand Sniper", "CnC_Nod_Minigunner_2SF" },
{ "Laser Chaingunner", "CnC_Nod_RocketSoldier_2SF" },
{ "Stealth Black Hand", "CnC_Nod_FlameThrower_2SF" },
{ "Sakura", "CnC_Nod_Minigunner_3Boss" },
{ "Raveshaw", "CnC_Nod_RocketSoldier_3Boss" },
```



```
{ "Mendoza", "CnC_Nod_FlameThrower_3Boss" },
{ "Technician", "CnC_Nod_Technician_0" }
};
```

And yeah.. Change the officer names.

Subject: Re: Source Files

Posted by [_SSnipe_](#) on Fri, 15 Jun 2007 17:57:33 GMT

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ok let me change the names and try that out grr i wont be able to test till i get back from school >.<

but before do u think this will work>

```
char *RandomGDIChar[20][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[20][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" }
};
```

Subject: Re: Source Files

Posted by [_SSnipe_](#) on Sat, 16 Jun 2007 18:26:15 GMT

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so ya
