
Subject: Random Char Error I need Fixed

Posted by [_SSnipe_](#) on Mon, 02 Jul 2007 21:24:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

ok im try to explain this easiest way i can
heres my arry

```
char *RandomGDIChar[14][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[14][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" }  
};
```

but the problem is is the message if im on gdi and get a gdi char it whould say somthing like: You have been transformed into a GDI GDI Deadeye by the Random Character Crate.

or somthing like this if im on nod and get a gdi char

You have been transformed into a NOD GDI Deadeye by the Random Character Crate.

and the other way round i tryed not adding the GDI and NOD in front of the names but it then whould say u got a GDI officer and it whould be a nod officer

if anyone understand waht i mean can anyone please help me?

Subject: Re: Random Char Error I need Fixed
Posted by [reborn](#) on Tue, 03 Jul 2007 09:26:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

```
{ "GDI Officer", "CnC_GDI_MiniGunner_1Off" },
```

The bold part is not needed. It isn't a preset name, it is just part of the console_input msg string. You could infact change it to:

```
{ "waste of space", "CnC_GDI_MiniGunner_1Off" },
```

And the server would pm you something like "You have been transformed into a GDI waste of space".

It doesn't matter that the same text might be in the Nod character array, it is in quotation marks and will not confuse it at all.

Subject: Re: Random Char Error I need Fixed
Posted by [_SSnipe_](#) on Tue, 03 Jul 2007 09:30:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

i know but see nod and gdi both have officer,and engineer and i dont want it to say : you have just been transforms into a GDI officer but infact ur a nod officer

Subject: Re: Random Char Error I need Fixed

Posted by [Whitedragon](#) on Tue, 03 Jul 2007 09:33:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

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.

Subject: Re: Random Char Error I need Fixed

Posted by [_SSnipe_](#) on Tue, 03 Jul 2007 09:36:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

so i change the 14 into a 21 and how do i do that last thing? for the last one should i change the 2 into 1?

Subject: Re: Random Char Error I need Fixed

Posted by [reborn](#) on Tue, 03 Jul 2007 09:39:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

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 *RandomGDICChar[20][2] = {
```

Subject: Re: Random Char Error I need Fixed

Posted by [_SSnipe_](#) on Tue, 03 Jul 2007 09:44:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

i think i understand what u saying reborn and thats all i need to do ?

Subject: Re: Random Char Error I need Fixed
Posted by [reborn](#) on Tue, 03 Jul 2007 09:45:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

From the code you pm'd me earlier i'd say you're about done.

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;%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;%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

Subject: Re: Random Char Error I need Fixed

Posted by [reborn](#) on Tue, 03 Jul 2007 09:49:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

I know some people will laugh at this, and some might cringe. But I feel it important to point something out.

Remember, it's "Nod", not "NOD".

Subject: Re: Random Char Error I need Fixed

Posted by [_SSnipe_](#) on Tue, 03 Jul 2007 09:52:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

ahhhhok.....

Subject: Re: Random Char Error I need Fixed

Posted by [reborn](#) on Tue, 03 Jul 2007 09:53:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hmm, you edited your previous post as I was replying. What is the problem you're experiancing?

Subject: Re: Random Char Error I need Fixed

Posted by [_SSnipe_](#) on Tue, 03 Jul 2007 09:54:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

o where u said

"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."

idk if im looking at the righ spot so see the section of the code wher ei posted where do i edit it at?

srry i know im noobish at this

Subject: Re: Random Char Error I need Fixed

Posted by [reborn](#) on Tue, 03 Jul 2007 10:01:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

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.

Subject: Re: Random Char Error I need Fixed
Posted by [_SSnipe_](#) on Tue, 03 Jul 2007 10:03:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

ITS ok ill see if i can figure it out
