
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" }  
};
```
