
Subject: Re: Quick Question

Posted by [Areilius](#) on Thu, 09 Feb 2006 01:05:32 GMT

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

I got the old text back by replacing strings.tdb in the data directory with the strings.tdb in always.dat.

I dont know much about modding or how renegade works so doing this might set your computer on fire. Well it worked for me.

If you want to CHANGE the text, open Leveledit,
create some mod package like "test",
go to Strings>Edit Table,
Click the "LOAD" tab,
and edit the things you want (see pic).

THEN, copy the strings.tdb out of the mod package's directory (for me it was C:\Program Files\RenegadePublicTools\LevelEdit\test\ALWAYS\TranslationD B\strings.tdb)
and paste in your data directory (overwrite old one).

I just re-tested both methods and they worked for me...
Someone correct me if i'm wrong.

File Attachments

1) [strings.jpg](#), downloaded 373 times

Strings Library

Category Mode

Default Menu Boss Pog WDL M01 M03 M04 M10 M11 ENC GEN LOAD M02 M05

ID	English Test
IDS_LoadScreen_Generic_Option_35	End Game Beacon Location
IDS_LoadScreen_Generic_Option_36	Primary Mission Objective
IDS_LoadScreen_Generic_Option_37	Secondary Mission Objective
IDS_LoadScreen_Generic_Option_38	Hidden Mission Objective
IDS_LoadScreen_Item_00_Description	You have installed Blackhand Studio's "Core Patch 1" which is the first unofficial r...
IDS_LoadScreen_Item_00_Note	Brought to you by Blackhand Studios
IDS_LoadScreen_Item_00_Text	Important Renegade Urls: www.renforums.com www.blackhand-studios.org ...
IDS_LoadScreen_Item_00_Title	Core Patch 1
IDS_LoadScreen_Item_01_Text	version of the original Field with new textures, spawn points and underground base...
IDS_LoadScreen_Item_01_Title	C&C FieldTS - is a re-mastered
IDS_LoadScreen_Item_02_Text	valuable resource fields in this sector currently dominated by Nod have to be captu...
IDS_LoadScreen_Item_02_Title	C&C MutationRedux - Extremely
IDS_LoadScreen_Item_03_Text	radar stations was wiped out by a snowstorm. Nod is trying to establish a base hea...
IDS_LoadScreen_Item_03_Title	C&C Snow - In Alaska one of GDI's
IDS_LoadScreen_Item_04_Text	demilitarized zone of Pakistan, GDI and Nod are battling over a key checkpoint bri...
IDS_LoadScreen_Item_04_Title	C&C Siege - Since June 1996 in the
IDS_LoadScreen_Item_05_Text	'Gobi' meaning 'desert' has been the battleground for intense infantry fights.
IDS_LoadScreen_Item_05_Title	C&C Gobi - Since ancient times the
IDS_LoadScreen_Item_06_Text	the Brotherhood of Nod has seized control over a tiny sandy area after eliminating t...
IDS_LoadScreen_Item_06_Title	C&C Sand - Egypt September 2004,
IDS_LoadScreen_KOTH_Option_01	Only the King can score:
IDS_LoadScreen_KOTH_Option_02	Player with the most points is always King:
IDS_LoadScreen_KOTH_Option_03	King damage multiplier:
IDS_LoadScreen_KOTH_Summary_01	In King of the Hill, players earn points for killing other players. However, one player...
IDS_LoadScreen_KOTH_Summary_02	In King of the Hill, players earn points for killing other players. However, the player ...
IDS_LoadScreen_LMS_Option_01	Reaper Timer
IDS_LoadScreen_LMS_Option_02	Reaper Timer Duration
IDS_LoadScreen_LMS_Summary_01	Each player starts Last Man Standing with a limited number of 'lives'. When you ha...

OK

Cancel