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Subject: Re: How can I translate these ingame Messages?

Posted by [jonwil](#) on Tue, 23 May 2006 10:46:03 GMT

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For the latest SSAOW, you want Microsoft Visual C++ .NET 2003.

Then you open the scripts.sln file in Visual C++, find the strings you want and edit them to what you want them to be.

After that, you select "compile" from the menu and it will produce a new scripts.dll file which you can use on your server.

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