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Subject: Re: Vehicle WEAPON names no longer shows up  
Posted by [Jerad2142](#) on Wed, 30 Apr 2014 14:27:35 GMT  
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So I selected ID 1000 in my strings\_map.tbl:

```
#define IDS_M00AVIS_KICK0050I1CCCK_TXT 1000  
tada
```

As a warning, this is a new map that I just started making 3 weeks ago, no saying that this isn't an issue with my strings file (although vehicle name changes fine to whatever I select, its only the weapon name having issues).

### File Attachments

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1) [Untitled.png](#), downloaded 931 times

