Subject: Quick Question
Posted by trooprm02 on Sun, 11 Dec 2005 13:52:13 GMT
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I am have started making skins for my renegade and been making them public for a few testers, now for loadscreen rengaurd displays that CorePatch1 text about the new maps and different links, how do you removee that?

It weird tho, I have CP1, and everything, but my loadscreen is still that old default one..

Subject: Re: Quick Question
Posted by Ma1kel on Sun, 11 Dec 2005 18:03:34 GMT
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Could you try to explain your question in another way? I can't understand what you are trying to say.

Subject: Re: Quick Question
Posted by trooprm02 on Tue, 20 Dec 2005 19:04:54 GMT
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How do I take off the CP1 text that appears on the loadscreen after you install the update?

Subject: Re: Quick Question
Posted by Goztow on Wed, 21 Dec 2005 07:42:17 GMT
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He wants to know where he can find the loadscreen and put the original back.

Subject: Re: Quick Question
Posted by Renx on Wed, 21 Dec 2005 14:37:34 GMT
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Don't make fun of him for not being able to speak english well if you're equally as bad at comprehending it.

He has the default loadscreen with the CP1 text written on it, and he wants to remove the text.

Subject: Re: Quick Question
Posted by trooprm02 on Wed, 21 Dec 2005 15:21:12 GMT

Renx wrote on Wed, 21 December 2005 09:37Don't make fun of him for not being able to speak english well if you're equally as bad at comprehending it.

He has the default loadscreen with the CP1 text written on it, and he wants to remove the text.

Exactly, now the question is how do I do that? Where is that file found?

Subject: Re: Quick Question
Posted by danpaul88 on Wed, 21 Dec 2005 15:32:41 GMT

the loadscreen has 5 image files;

loadscreen_beam.dds
loadscreen_cnc_1.dds
loadscreen_cnc_2.dds
loadscreen_cnc_3.dds
loadscreen_cnc_4.dds

Remove all of these and you should have the original background back..

But none of these actually have the text in, so I guess it must be stored in strings.tbd...

EDIT: nvm, tried removing strings.tbd and still had the cp1 text...

Subject: Re: Quick Question
Posted by Renx on Wed, 21 Dec 2005 15:48:27 GMT

anything added in CP1 is probably in always2.dat, try looking there.

Subject: Re: Quick Question
Posted by matty3k10 on Fri, 23 Dec 2005 07:42:40 GMT

If your trying to edit the text then all you have to do is open up stylemgr.ini in your renegade data folder and make it look like this:

Quote:;

```
; STYLEMGR.INI
;
; This .INI file defines the fonts used by the WWUI library
;


[Font File List]
File01=54251___.TTF
File02=ARI_____.TTF


;
; Font names follow this format:
;
; <family_name>, <point_size>, <is_bold>
;
; is_bold is 0 for false and 1 for true
;

[Font Names]
FONT_TITLE=Regatta Condensed LET, 52, 0
FONT_LG_CONTROLS=Arial MT, 12, 1
FONT_CONTROLS=Arial MT, 8, 1
FONT_LISTS=Arial MT, 8, 0
FONT_TOOLTIPS=Arial MT, 8, 0
FONT_MENU=Regatta Condensed LET, 32, 0
FONT_SM_MENU=Regatta Condensed LET, 20, 0
FONT_HEADER=Arial MT, 9, 1
FONT_BIG_HEADER=Arial MT, 12, 1
FONT_CREDITS=Arial MT, 10, 0
FONT_CREDITS_BOLD=Arial MT, 10, 1


FONT_INGAME_TXT=Arial MT, 8, 0
FONT_INGAME_BIG_TXT=Arial MT, 16, 0
FONT_INGAME_SUBTITLE_TXT=Arial MT, 14, 0
FONT_INGAME_HEADER_TXT=Arial MT, 9, 1


;
; Audio entries follow this format:
;
; <wav_filename>, <volume>
;
; volume is a non-normalized percent from 0 to 100
;

[Audio]
AUDIO_CLICK=interface_mouseclick.wav, 60
```

AUDIO_MOUSEOVER=interface_rollover.wav, 70
AUDIO_BACK=interface_escape.wav, 80
AUDIO_POPUP=interface_alert1.wav, 80

That should make it look like orginal text, I think.

Subject: Re: Quick Question
Posted by trooprm02 on Fri, 23 Dec 2005 14:25:33 GMT
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Thanks Guys Fixed the job!

Subject: Re: Quick Question
Posted by trooprm02 on Sat, 24 Dec 2005 21:01:46 GMT
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Back again..........
How doesn't anyone know this?
I though this was a common question

Subject: Re: Quick Question
Posted by danpaul88 on Sun, 25 Dec 2005 00:24:56 GMT
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tbh I never had any reason to wonder where they put the text for the loadscreen...

Subject: Re: Quick Question
Posted by trooprm02 on Sun, 25 Dec 2005 16:22:24 GMT
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matty3k10 wrote on Fri, 23 December 2005 01:42If your trying to edit the text then all you have to
do is open up stylemgr.ini in your renegade data folder and make it look like this:

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My stylemgr.ini already looks like that, is there anyway to directly change/edit the text?

Subject: Re: Quick Question
Posted by trooprm02 on Fri, 30 Dec 2005 17:05:17 GMT
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trooprm02 wrote on Sun, 25 December 2005 10:22matty3k10 wrote on Fri, 23 December 2005 01:42If your trying to edit the text then all you have to do is open up stylemgr.ini in your renegade data folder and make it look like this:

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Help

Subject: Re: Quick Question
Posted by trooprm02 on Thu, 05 Jan 2006 21:10:59 GMT
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trooprm02 wrote on Sun, 25 December 2005 10:22matty3k10 wrote on Fri, 23 December 2005
01:42If your trying to edit the text then all you have to do is open up stylemgr.ini in your renegade
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Help

Subject: Re: Quick Question
Posted by Xylaquin on Tue, 07 Feb 2006 07:56:14 GMT
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bump, i also want the old text back.

Subject: Re: Quick Question
Posted by Ma1kel on Tue, 07 Feb 2006 19:31:33 GMT
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CP2 fixes that.

Subject: Re: Quick Question
Posted by Areilius on Thu, 09 Feb 2006 01:05:32 GMT
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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 directrory (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 879 times

Strings Library

Category   Mode

| Default | Menu | Boss | Pog | WOL | 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