Subject: Changing Team Names
Posted by seraphim on Mon, 08 May 2006 10:14:46 GMT
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Hullo,

I am making a Modded map for renegade, and i want to change the team names, so how would i go about doing this? do i do it in commando level edit or what?

thanks for the help

Subject: Re: Changing Team Names
Posted by Ma1kel on Mon, 08 May 2006 14:36:47 GMT
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From what I know it's done with the strings.tdb file. You can edit it inside LevelEdit, but you can't use it for a map, only for your client or a mod. I know no other ways to edit the names of the teams so from what I know you are unable to edit the names.

Subject: Re: Changing Team Names
Posted by seraphim on Tue, 09 May 2006 01:34:46 GMT
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i know hwo to edit the strings.tdb and how to remove it from the map and install it for the client, its just i dont know where abouts in there in the strings.tdb is the team names, so if some one can a the lines its on, so i can look for that line, then ill beable to do it, cause ive searched threw it all, and relaced the names nod and gdi, every where, where i have seen them, but its not working. so maybe ive missed something. so can someone please explain, where it is. thanks.

Subject: Re: Changing Team Names
Posted by dudley on Tue, 09 May 2006 01:54:32 GMT
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the strings.tdb contains ANY written word

what 'GDI' and 'Nod' do you want to change exactly?

Subject: Re: Changing Team Names
Posted by seraphim on Tue, 09 May 2006 08:57:23 GMT
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i want it to change the Ingame team names to Axis and Allies (so when ur ingame it will say axis

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and allies instead of Nod/Gdi), Its for the Axis and Allies mod a friend of mine and i are making. but i just havnt a bit of trouble finding the team names.

Subject: Re: Changing Team Names
Posted by KimoSabe7 on Tue, 09 May 2006 19:16:26 GMT
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mine is changed i forget how i know its strings.tdb or whatever i just don't remember where but i'll try and look for it

Subject: Re: Changing Team Names
Posted by Ma1kel on Tue, 09 May 2006 20:41:01 GMT
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Just go through the Strings.TDB and change "GDI" and "Nod" just as long untill you find the right ones.

Subject: Re: Changing Team Names
Posted by dudley on Tue, 09 May 2006 21:15:46 GMT
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i think the ingame strings for your purpose are under the point general or multi

Subject: Re: Changing Team Names
Posted by KimoSabe7 on Tue, 09 May 2006 21:55:45 GMT
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here is where it is changed

Free File Hosting at Bolt

Subject: Re: Changing Team Names
Posted by dudley on Wed, 10 May 2006 23:05:05 GMT
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editing the strings with wordpad might fuck it up
LevelEdit makes it easier and doesnt kill that file

Subject: Re: Changing Team Names
Posted by KimoSabe7 on Thu, 11 May 2006 01:51:19 GMT
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lol i didnt do mine HTgunny did ...where do i get level edit or what ever i want to fix mine aswell =[

Subject: Re: Changing Team Names
Posted by Ma1kel on Thu, 11 May 2006 20:59:43 GMT
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You just said you where making a modded map, how the hell can you make one without LevelEdit? If you have LevelEdit follow this tutorial to edit the strings.tdb with it.

Subject: Re: Changing Team Names
Posted by Tunaman on Fri, 12 May 2006 05:26:39 GMT
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Ma1kel wrote on Thu, 11 May 2006 16:59You just said you where making a modded map, how the hell can you make one without LevelEdit? If you have LevelEdit follow this tutorial to edit the strings.tdb with it.
Nismo != seraphim..

I've tried to edit the strings myself using a hex editor to no avail as well.. I have no clue why it doesn't work.. I'll go try LE now, I didn't know you could do it with that.

Subject: Re: Changing Team Names
Posted by KimoSabe7 on Fri, 12 May 2006 17:10:46 GMT
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"Nismo != seraphim.." wtf that mean lmao .. i used LE and i got it to work perfektly!

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File Attachments
1) hahahawatcomeback.jpg, downloaded 146 times
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Subject: Re: Changing Team Names
Posted by Tunaman on Fri, 12 May 2006 22:31:45 GMT
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KimoSabe7 wrote on Fri, 12 May 2006 13:10"Nismo != seraphim.." wtf that mean lmao .. i used
LE and i got it to work perfektly!
That means that you aren't the same guy as seraphim.. lol
I got it to work perfectly too. Thanks Ma1!