
Subject: Simple Text Replacments

Posted by [c0vert7](#) on Mon, 12 Mar 2007 00:06:03 GMT

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I decided to make a simple text replacement for renegade Only works for u no one else will see it ingame.

-
1. Extract Strings.tdb to your default westwood/renegade/data folder
 2. Load Renegade and Go
-

Changes-

- Destroyed to Terminated
- Purchase Request Granted to Access Granted
- Killed to Defeated
- Buddy List to Friend List
- Not logged in to Offline
- Logged in to Online
- Credits to Money
- Time remaining to Time Left
- Host to Admin
- Building... to Creating...

Thats Pretty much it, I think I covered it all

File Attachments

- 1) [strings.zip](#), downloaded 97 times
-

Subject: Re: Simple Text Replacments

Posted by [Jerad2142](#) on Mon, 12 Mar 2007 00:11:51 GMT

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c0vert7 wrote on Sun, 11 March 2007 18:06
Credits to Money

They are called credits according to C&C.

c0vert7 wrote on Sun, 11 March 2007 18:06
Building... to Creating...

To Create something you would have to be God. Beings that to create means to make something out of nothing.

Subject: Re: Simple Text Replacments
Posted by [c0vert7](#) on Mon, 12 Mar 2007 00:13:27 GMT
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Thats why its a text replacement.

Subject: Re: Simple Text Replacments
Posted by [c0vert7](#) on Mon, 12 Mar 2007 00:14:23 GMT
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And besides building... means there building it not dropping it out of an airplane.

Subject: Re: Simple Text Replacments
Posted by [Jerad2142](#) on Mon, 12 Mar 2007 00:15:59 GMT
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c0vert7 wrote on Sun, 11 March 2007 18:13Thats why its a text replacement.
Fair enough.

c0vert7 wrote on Sun, 11 March 2007 18:14And besides building... means there building it not dropping it out of an airplane.
How about "Reinforcements Have Arrived"

Subject: Re: Simple Text Replacments
Posted by [c0vert7](#) on Mon, 12 Mar 2007 00:21:27 GMT
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Mabey in version 1.2 LOL

Subject: Re: Simple Text Replacments
Posted by [Tankkiller](#) on Tue, 13 Mar 2007 01:15:28 GMT
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Look in the string table for the strings you posted, then change it to those you desire.

Subject: Re: Simple Text Replacments
Posted by [c0vert7](#) on Tue, 13 Mar 2007 03:04:26 GMT
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I guess u dont realize this is a download

Subject: Re: Simple Text Replacments
Posted by [Titan1x77](#) on Tue, 13 Mar 2007 03:12:53 GMT
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is this based off of ACK's fixed strings.tdb?

The ones that announce Silo's and Conyard under attack?

Subject: Re: Simple Text Replacments
Posted by [jamiejrg](#) on Thu, 15 Mar 2007 02:07:35 GMT
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Jerad Gray wrote on Sun, 11 March 2007 18:11 c0vert7 wrote on Sun, 11 March 2007 18:06
Credits to Money

They are called credits according to C&C.

c0vert7 wrote on Sun, 11 March 2007 18:06
Building... to Creating...

To Create something you would have to be God. Beings that to create means to make something out of nothing.

This is why we can't have nice things. lol

Subject: Re: Simple Text Replacments
Posted by [c0vert7](#) on Wed, 21 Mar 2007 03:39:40 GMT
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Quote:is this based off of ACK's fixed strings.tdb?

The ones that announce Silo's and Conyard under attack?

Erm no . I made this in LE doesnt do anyone of that under attack annoucments tho. Gives me some ideas tho.

Subject: Re: Simple Text Replacments
Posted by [Jerad2142](#) on Wed, 21 Mar 2007 04:26:53 GMT
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Actually you can make the game announce when silos are attacked, but it needs to be done through level edit (or perhaps some scripting).
