
Subject: Strings.tbd

Posted by [Di3HardNL](#) on Thu, 06 Sep 2007 20:31:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ok, so i followed this tutorial on renhelp.net but i am stuck:

<http://renhelp.net/index.php?mod=Tutorials&action=view&id=91>

It should be real simple i think, but when I changed for a example the name 'Add buddy' to 'Add Homey' then i don't know how to save the file.. could anyone point it out with a ss or just a little tutorial? Thank you :

Subject: Re: Strings.tbd

Posted by [danpaul88](#) on Thu, 06 Sep 2007 21:11:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Click Ok and then Ok

It saves automatically, same as everything in LE (that is, unless LE crashes for whatever reason, which is usually does on a regular basis...)

Subject: Re: Strings.tbd

Posted by [Di3HardNL](#) on Fri, 07 Sep 2007 05:41:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

So it saves automaticly on the file strings.tbd in the Renegade folder?

Subject: Re: Strings.tbd

Posted by [danpaul88](#) on Fri, 07 Sep 2007 06:44:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

No, it saves to the strings.tbd in the Level Editor folder, which you can then copy to your Renegade folder (Level Edit\<ModName>\ALWAYS\TranslationDB\strings.tbd)

Subject: Re: Strings.tbd

Posted by [IronWarrior](#) on Fri, 07 Sep 2007 09:14:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Fri, 07 September 2007 01:44No, it saves to the strings.tbd in the Level

Editor folder, which you can then copy to your Renegade folder (Level Edit\<<ModName>\ALWAYS\TranslationDB\strings.tbd)

I'll never really messed with editing the strings, but if he used a custom version of this, wouldn't it give an strings.tbd mismatch when he starts Renegade?

Subject: Re: Strings.tbd
Posted by [danpaul88](#) on Fri, 07 Sep 2007 09:37:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not unless he deleted some of the existing ones, I think it should be fine. TBH I have never really tried editing the existing ones, but the strings mismatch error usually happens if you delete strings I think, not if you just edit them.

Subject: Re: Strings.tbd
Posted by [IronWarrior](#) on Fri, 07 Sep 2007 11:00:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Fri, 07 September 2007 04:37Not unless he deleted some of the existing ones, I think it should be fine. TBH I have never really tried editing the existing ones, but the strings mismatch error usually happens if you delete strings I think, not if you just edit them.

Nice, well cool, I've think I'll have a mess around later today, see what can be changed.

Subject: Re: Strings.tbd
Posted by [Di3HardNL](#) on Fri, 07 Sep 2007 14:20:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Fri, 07 September 2007 01:44No, it saves to the strings.tbd in the Level Editor folder, which you can then copy to your Renegade folder (Level Edit\<<ModName>\ALWAYS\TranslationDB\strings.tbd)

Thanks man!!

Subject: Re: Strings.tbd
Posted by [u6795](#) on Fri, 07 Sep 2007 20:06:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've edited the strings.tbd and never gotten any errors, but I made sure to create a new mod to make the strings off of (in LE), wouldn't want to permanently screw up anything of importance.
