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Subject: strings  
Posted by [Hades](#) on Sun, 15 Jun 2008 15:18:59 GMT  
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Is it at all possible to change the strings for Client side in normal renegade(not a pkg or mix etc) ,or even any other file so i can change Vec names and character names

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Subject: Re: strings  
Posted by [Canadacdn](#) on Sun, 15 Jun 2008 15:48:53 GMT  
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No.

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Subject: Re: strings  
Posted by [mr£\\$·z](#) on Sun, 15 Jun 2008 15:53:06 GMT  
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yes

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Subject: Re: strings  
Posted by [Samous Mods](#) on Sun, 15 Jun 2008 20:18:09 GMT  
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Canadacdn wrote on Sun, 15 June 2008 08:48No.

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Subject: Re: strings  
Posted by [cnc95fan](#) on Sun, 15 Jun 2008 20:28:01 GMT  
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Yes, it is perfectly possible.

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Subject: Re: strings  
Posted by [Canadacdn](#) on Sun, 15 Jun 2008 22:57:09 GMT  
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Hades wrote on Sun, 15 June 2008 10:18Is it at all possible to change the strings for Client side in normal renegade(not a pkg or mix etc) ,or even any other file so i can change Vec names and

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character names

You cannot add custom strings or change strings for a server-side mod. However, you can edit the strings file in a mod.

If you want to change only your strings, just edit the strings.tdb file and put it in your data folder.

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Subject: Re: strings  
Posted by [Hades](#) on Mon, 16 Jun 2008 09:26:48 GMT  
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ok thanks next question how would i change them , i know how in LE but i cant figure out how to export them to work ingame

Thanks Again

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Subject: Re: strings  
Posted by [Veyrdite](#) on Mon, 16 Jun 2008 09:29:19 GMT  
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Copy the strings file from your mod package to your Renegade Data directory. Renguard may not like you though.  
If you use resurrection, it provides you with a text document you can edit for the stings.

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Subject: Re: strings  
Posted by [Hades](#) on Mon, 16 Jun 2008 10:26:13 GMT  
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Awesome thanks heaps

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Subject: Re: strings  
Posted by [Veyrdite](#) on Mon, 16 Jun 2008 11:08:37 GMT  
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Hades wrote on Mon, 16 June 2008 20:26Awesome thanks heaps  
You're welcome.

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