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Subject: string table

Posted by [my486CPU](#) on Thu, 01 Jul 2010 19:45:07 GMT

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I made a NOD WF for a map I'm working on and I needed to edit the string table, which is easy enough, but when I exported the package from the commando editor as a mix the strings.tdb file did not seem to get exported, however if I export as a pkg file it works fine.

Is there some way to fix this that does not involve putting my string file in the data folder?

I really could use some help on this one I don't want to have to use the airstrip EVA's on a NOD WF.

Thanks.

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Subject: Re: string table

Posted by [danpaul88](#) on Thu, 01 Jul 2010 20:14:01 GMT

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Custom strings.tdb files only work in .pkg mods as far as I am aware.

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Subject: Re: string table

Posted by [Tupolev TU-95 Bear](#) on Thu, 01 Jul 2010 20:35:44 GMT

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danpaul88 wrote on Thu, 01 July 2010 21:14 Custom strings.tdb files only work in .pkg mods as far as I am aware.

Im also aware that it works on .mix

As i remember a map having a nod WF saying like  
Warning Nod Weapons factory distruction imminent

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Subject: Re: string table

Posted by [danpaul88](#) on Thu, 01 Jul 2010 21:03:01 GMT

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That might have just placed a custom strings.tdb in the data folder though, which is a messy way of doing it as another map which also has its own strings.tdb would then overwrite your maps strings.tdb with its own and your strings are borked.

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Subject: Re: string table

Posted by [my486CPU](#) on Thu, 01 Jul 2010 23:31:09 GMT

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danpaul88 wrote on Thu, 01 July 2010 15:14 Custom strings.tdb files only work in .pkg mods as far as I am aware.

Well actually on mutationRedux, which I believe comes with renguard, the silo strings were edited to fix the sounds.

so there must be some way to do it.

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Subject: Re: string table  
Posted by [Zion](#) on Fri, 02 Jul 2010 08:34:18 GMT  
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If you locate the strings.tdb file in the .pkg, just import them into the compiled .mix file using XCC or RenEX?

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