
Subject: Loading Screen Text

Posted by [ionMech](#) on Fri, 18 Jul 2003 07:52:22 GMT

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On the loading screen after I mod the skin the overlay text still appear over my new loading screen skin. Is there any way I can modify this text or make it disappear altogether?

Subject: Loading Screen Text

Posted by [npsmith82](#) on Fri, 18 Jul 2003 10:49:55 GMT

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You cannot do this by just modifying skins.

It can be done only when creating a mod package, by clicking the "Strings" menu followed by "Edit Table". The loading screen items are found under the "LOAD" tab, half way down.

However, it's possible to edit the "strings.tdb" file but i haven't explored into doing that yet.

Subject: Loading Screen Text

Posted by [Majiin Vegeta](#) on Fri, 18 Jul 2003 17:03:15 GMT

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please do so i get bored with the same old boring writing...esp when it over lays the nice new skin..

Subject: Loading Screen Text

Posted by [Aircraftkiller](#) on Fri, 18 Jul 2003 17:30:32 GMT

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If you do this, you end up overwriting my custom strings.tdb if you've installed it.

What's that mean?

Any new level utilizing my presets and my strings.tdb will not have EVA announce new structures being under attack or destroyed to you, and you alone.

Is it worth it? Depends, I don't think so.

Subject: Loading Screen Text

Posted by [General Havoc](#) on Fri, 18 Jul 2003 17:40:58 GMT

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Well thats up to them to decide. If there clever enough and do wish to keep your strings.tdb they can edit it to make the changes to remove the loading screen text. It's not too difficult to edit the file if you know how.

_General Havoc

Subject: Loading Screen Text

Posted by [Majiin Vegeta](#) on Fri, 18 Jul 2003 22:00:20 GMT

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cant these be added together? into the same thing?..
