
Subject: Editting Strings

Posted by [Ferhago](#) on Mon, 25 Aug 2003 10:19:57 GMT

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I am trying to make a little mod and would like to change the names of some things.

I assume the strings file does this. How do you change the strings file?

Subject: Editting Strings

Posted by [Laser2150](#) on Mon, 25 Aug 2003 17:23:14 GMT

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Double Click it . Just go to Strings> Edit strings and search though the 500 hundred Thousand.

But i hope your not planning to make it .mix?

i think it won't work

Subject: Editting Strings

Posted by [npsmith82](#) on Tue, 26 Aug 2003 01:54:36 GMT

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Laser2150But i hope your not planning to make it .mix?

i think it won't work

Why not?

Aircraftkiller has a working strings edit with C&C_Mars, that uses a strings file.

Subject: Editting Strings

Posted by [Ferhago](#) on Tue, 26 Aug 2003 14:17:41 GMT

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What do I open it with?

Subject: Editting Strings

Posted by [Aircraftkiller](#) on Wed, 27 Aug 2003 01:35:31 GMT

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npsmith82Laser2150But i hope your not planning to make it .mix?

i think it won't work

Why not?

Aircraftkiller has a working strings edit with C&C_Mars, that uses a strings file.

Yes, and if he tries modifying the Renegade strings.tdb and tries to distribute that file to people, it'll

overwrite the work I've done to get the building announcements to work.

Subject: Editting Strings

Posted by [maytridy](#) on Wed, 27 Aug 2003 01:52:26 GMT

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Just a question.....

In a mix, the strings file is not included. (It's a separate file)

In a pkg, is the strings file included or is it separate like a mix?

Subject: Editting Strings

Posted by [npsmith82](#) on Wed, 27 Aug 2003 03:22:07 GMT

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Ferhago, the easiest way to edit the strings file is to create a new mod profile in the level editor then use the menu "Strings>Edit Strings". Then just save the project, and export the strings.tdb file from the C:\Program Files\RenegadePublicTools\LevelEdit\modname\ALWAYS\TranslationDB directory.

maytridyIn a mix, the strings file is not included. (It's a separate file)
Correct.

maytridyIn a pkg, is the strings file included?
Also correct.

Subject: Editting Strings

Posted by [Ferhago](#) on Thu, 04 Sep 2003 21:59:25 GMT

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This is for a pkg mod. I just need to know how to open and edit the file

Subject: Editting Strings

Posted by [Laser2150](#) on Thu, 04 Sep 2003 23:14:29 GMT

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just do it in leveledit and copy the strings.tdb out of it

Strings>edit strings
