
Subject: Questions about the strings file.
Posted by [TheMouse](#) on Sat, 18 Oct 2003 18:46:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

I was looking through it with notepad, and noticed quite a bit of extra dialouge, such as "Warning - intruder detected in GDI Advanced Guard Tower" and "GDI Advanced Guard Tower infiltrated."

Another one that I thought was interesting was "Attention - New construction options are being transmitted to the Master Control Terminal. Please stand by." and "Building in progress. Construction completion estimated at two hours."

Would it be possible to include scripts for an alert when an enemy is in a building, or even to rebuild destroyed buildings, or even construct new ones?

Subject: Questions about the strings file.
Posted by [General Havoc](#) on Sat, 18 Oct 2003 18:58:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

All the strings in the strings.tdb are everything that Westwood thought they may need. As you may know that the game was released without a lot of content that the guys at Westwood would have liked to add in.

About your idea, The intruder alert is possible but it would jnot work in multiplayer unless an additional script was written. You need to have a zone which triggers on enemy entry and this script already exists. What doesn't exist is a play global sound script. Someone needs to write a script that causes a building controller to play it's sounds when a custom is sent to it.

As for the others, they are not really possible to a proper extent. you can construct buildings but not ones that actualy can be destroyed or be "working". You can make a building on a map using a script, you can also (spawn) PT's and (proxy) doors in it but not the building controller.

Subject: Questions about the strings file.
Posted by [TheMouse](#) on Sat, 18 Oct 2003 19:05:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oh well. Someone should make the script to play the intruder and/or the repair sounds though.

Subject: Questions about the strings file.
Posted by [Deactivated](#) on Sat, 18 Oct 2003 19:21:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.n00bstories.com/renforums/viewtopic.php?t=7805>

I enabled Nod EVA to say "Building" and "Aircraft approaching" when you purchase a vehicle.

I am currently working on sound mod for building destruction announcements.

Example:

"Building destruction imminent. Building Destroyed."

Subject: Questions about the strings file.

Posted by [TheMouse](#) on Sat, 18 Oct 2003 19:49:00 GMT

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

Nice. I just downloaded it!
