Subject: Re: More general Database handling Posted by Sonarpulse on Tue, 10 Apr 2012 16:50:18 GMT View Forum Message <> Reply to Message

Well maybe I wil just take a look at the string editor then. It won't help my project, but will help translators. And if there any similarities in the way strings and presets are handled, maybe it will help you guys.

Glad to hear it's on the wishlist.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums