Captkurt01Open your level edit, go to the controller you want to work with, click on the mod button, then click on the settings tab, then scroll down till you see "TranslatedNameID" click on the little button on the right, then go to the enc tab. and find one that is not used by the game. Select it. One good one to use is the (IDS_Enc_Char_Animal_Cockroach_Name) then click OK twice.

Next go to the top bar of your level edit and find the strings button, then click on the edit tab. after that opens up, go to the ENC tab, and find the same line you did earlier. the (IDS_Enc_Char_Animal_Cockroach_Name)

Double click it. This will allow you to change the text that is printed on the in game window. On the line that says string; change the text you want it to be. The save your work, and recompile map package. And if it does not show up, shut down the level edit, and after bringing it back up. Do a re-compile of your map package, and then you should see the text of what you wanted. Good luck.
But be careful, that only worked in a Mod!
If you wann change the names in the normal game, you have to change the applied names.