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Subject: Simple Text Replacments

Posted by [c0vert7](#) on Mon, 12 Mar 2007 00:06:03 GMT

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I decided to make a simple text replacement for renegade Only works for u no one else will see it ingame.

- 
1. Extract Strings.tdb to your default westwood/renegade/data folder
  2. Load Renegade and Go
- 

Changes-

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Destroyed to Terminated  
Purchase Request Granted to Access Granted  
Killed to Defeated  
Buddy List to Friend List  
Not logged in to Offline  
Logged in to Online  
Credits to Money  
Time remaining to Time Left  
Host to Admin  
Building... to Creating...

Thats Pretty much it, I think I covered it all

#### File Attachments

1) [strings.zip](#), downloaded 192 times

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Subject: Re: Simple Text Replacments

Posted by [Jerad2142](#) on Mon, 12 Mar 2007 00:11:51 GMT

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c0vert7 wrote on Sun, 11 March 2007 18:06  
Credits to Money

They are called credits according to C&C.

c0vert7 wrote on Sun, 11 March 2007 18:06  
Building... to Creating...

To Create something you would have to be God. Beings that to create means to make something out of nothing.

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Subject: Re: Simple Text Replacments  
Posted by [c0vert7](#) on Mon, 12 Mar 2007 00:13:27 GMT  
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Thats why its a text replacement.

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Subject: Re: Simple Text Replacments  
Posted by [c0vert7](#) on Mon, 12 Mar 2007 00:14:23 GMT  
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And besides building... means there building it not dropping it out of an airplane.

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Subject: Re: Simple Text Replacments  
Posted by [Jerad2142](#) on Mon, 12 Mar 2007 00:15:59 GMT  
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c0vert7 wrote on Sun, 11 March 2007 18:13Thats why its a text replacement.  
Fair enough.

c0vert7 wrote on Sun, 11 March 2007 18:14And besides building... means there building it not  
dropping it out of an airplane.  
How about "Reinforcements Have Arrived"

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Subject: Re: Simple Text Replacments  
Posted by [c0vert7](#) on Mon, 12 Mar 2007 00:21:27 GMT  
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Mabey in version 1.2 LOL

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Subject: Re: Simple Text Replacments  
Posted by [Tankkiller](#) on Tue, 13 Mar 2007 01:15:28 GMT  
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Look in the string table for the strings you posted, then change it to those you desire.

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Subject: Re: Simple Text Replacments  
Posted by [c0vert7](#) on Tue, 13 Mar 2007 03:04:26 GMT  
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I guess u dont realize this is a download

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Subject: Re: Simple Text Replacments  
Posted by [Titan1x77](#) on Tue, 13 Mar 2007 03:12:53 GMT  
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is this based off of ACK's fixed strings.tdb?

The ones that announce Silo's and Conyard under attack?

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Subject: Re: Simple Text Replacments  
Posted by [jamiejrg](#) on Thu, 15 Mar 2007 02:07:35 GMT  
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Jerad Gray wrote on Sun, 11 March 2007 18:11c0vert7 wrote on Sun, 11 March 2007 18:06  
Credits to Money

They are called credits according to C&C.

c0vert7 wrote on Sun, 11 March 2007 18:06  
Building... to Creating...

To Create something you would have to be God. Beings that to create means to make something out of nothing.

This is why we can't have nice things. lol

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Subject: Re: Simple Text Replacments  
Posted by [c0vert7](#) on Wed, 21 Mar 2007 03:39:40 GMT  
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Quote:is this based off of ACK's fixed strings.tdb?

The ones that announce Silo's and Conyard under attack?

Erm no . I made this in LE doesnt do anyone of that under attack annoucments tho. Gives me some ideas tho.

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Subject: Re: Simple Text Replacments  
Posted by [Jerad2142](#) on Wed, 21 Mar 2007 04:26:53 GMT  
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Actually you can make the game announce when silos are attacked, but it needs to be done through level edit (or perhaps some scripting).

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