Subject: Simple Text Replacments

Posted by covert7 on Mon, 12 Mar 2007 00:06:03 GMT

View Forum Message <> Reply to Message

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-

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 159 times

Subject: Re: Simple Text Replacments

Posted by Jerad2142 on Mon, 12 Mar 2007 00:11:51 GMT

View Forum Message <> Reply to Message

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.

Subject: Re: Simple Text Replacments

Posted by covert7 on Mon, 12 Mar 2007 00:13:27 GMT

View Forum Message <> Reply to Message

Thats why its a text replacement.

Subject: Re: Simple Text Replacments

Posted by covert7 on Mon, 12 Mar 2007 00:14:23 GMT

View Forum Message <> Reply to Message

And besides building... means there building it not dropping it out of an airplane.

Subject: Re: Simple Text Replacments

Posted by Jerad2142 on Mon, 12 Mar 2007 00:15:59 GMT

View Forum Message <> Reply to Message

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"

Subject: Re: Simple Text Replacments

Posted by c0vert7 on Mon, 12 Mar 2007 00:21:27 GMT

View Forum Message <> Reply to Message

Mabey in version 1.2 LOL

Subject: Re: Simple Text Replacments

Posted by Tankkiller on Tue, 13 Mar 2007 01:15:28 GMT

View Forum Message <> Reply to Message

Look in the string table for the strings you posted, then change it to those you desire.

Subject: Re: Simple Text Replacments

Posted by covert7 on Tue, 13 Mar 2007 03:04:26 GMT

View Forum Message <> Reply to Message

I guess u dont realize this is a download

Subject: Re: Simple Text Replacments

Posted by Titan1x77 on Tue, 13 Mar 2007 03:12:53 GMT

View Forum Message <> Reply to Message

is this based off of ACK's fixed strings.tdb?

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

Subject: Re: Simple Text Replacments

Posted by jamiejrg on Thu, 15 Mar 2007 02:07:35 GMT

View Forum Message <> Reply to Message

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

Subject: Re: Simple Text Replacments

Posted by covert7 on Wed, 21 Mar 2007 03:39:40 GMT

View Forum Message <> Reply to Message

Quote: is this based off of ACK's fixed strings.tdb?

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

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

Subject: Re: Simple Text Replacments

Posted by Jerad2142 on Wed, 21 Mar 2007 04:26:53 GMT

View Forum Message <> Reply to Message

Actually you can make the game announce when silos are attacked, but it needs to be done through level edit (or perhaps some scripting).