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Subject: Custom strings in a mix?  
Posted by [roszek](#) on Wed, 04 Apr 2012 05:42:06 GMT  
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How do I do that?

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Subject: Re: Custom strings in a mix?  
Posted by [Jerad2142](#) on Wed, 04 Apr 2012 05:49:14 GMT  
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Not possible in 3.4.4, but I know 4.0 can do it some how.

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Subject: Re: Custom strings in a mix?  
Posted by [roszek](#) on Wed, 04 Apr 2012 05:55:59 GMT  
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Jerad Gray wrote on Tue, 03 April 2012 22:49: Not possible in 3.4.4, but I know 4.0 can do it some how.

I heard it was possible with 4.0 as well; is the reason I ask.

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Subject: Re: Custom strings in a mix?  
Posted by [zunnie](#) on Wed, 04 Apr 2012 08:14:53 GMT  
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Copy strings.tdb -> strings\_map.tdb and include in mix

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Subject: Re: Custom strings in a mix?  
Posted by [Stallion](#) on Sat, 11 Jan 2014 21:17:26 GMT  
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ummm.... what?

I am in need of including the strings in my map/mod, but I'm not sure what that means. I've edited my strings table but how in lamens terms do I do it?

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Subject: Re: Custom strings in a mix?  
Posted by [zunnie](#) on Sat, 11 Jan 2014 21:55:33 GMT  
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<http://multiplayerforums.com/index.php?/topic/714-custom-object-translations/>

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Subject: Re: Custom strings in a mix?

Posted by [Stallion](#) on Sat, 11 Jan 2014 23:48:53 GMT

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ok, so I get changing\* the name to strings\_map.tdb, but how do I get it into the .mix file using xcc mixer?

Believe it or not, it's something I haven't done yet...

I tried using xcc mix editor but the map crashed ren...

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Subject: Re: Custom strings in a mix?

Posted by [zunnie](#) on Sat, 11 Jan 2014 23:53:15 GMT

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[http://www.tiberiumcrystalwar.com/sdk\\_tut\\_create\\_mix.php](http://www.tiberiumcrystalwar.com/sdk_tut_create_mix.php)

But instead of using the TCW file, just copy C&C\_Field.mix from your data folder. Rename it to your mapname (must be same as .lvl one) and put your files in there.

edit: of course you delete all files inside C&C\_Field.mix and then add in your own + rename it.

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Subject: Re: Custom strings in a mix?

Posted by [Stallion](#) on Sun, 12 Jan 2014 00:39:13 GMT

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I went through all kinds of shit trying to figure it out and failing miserably when I finally ended up getting it by opening xcc mixer then dragged and dropped the "strings\_maps.tdb" onto xcc mixer in the mix file.... FINALLY IT WORKS!

Why do things always seem to get over complicated?

Thanks zunnie

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Subject: Re: Custom strings in a mix?

Posted by [roszek](#) on Mon, 03 Mar 2014 02:51:02 GMT

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Stallion wrote on Sat, 11 January 2014 14:17ummm.... what?

I am in need of including the strings in my map/mod, but I'm not sure what that means. I've edited my strings table but how in lamens terms do I do it?

LAMENS!

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