
Subject: The text on the C&C Multiplayer loadscreen.....

Posted by [maytridy](#) on Wed, 27 Aug 2003 02:34:23 GMT

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Does anyone know the name of the file that contains the text on the Multiplayer loadscreen?

I'm looking for it because I made a loadscreen and the C&C text shows up, but I want to edit it.

Subject: The text on the C&C Multiplayer loadscreen.....

Posted by [kopaka649](#) on Wed, 27 Aug 2003 02:36:08 GMT

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in the strings.tdb

Subject: The text on the C&C Multiplayer loadscreen.....

Posted by [maytridy](#) on Wed, 27 Aug 2003 02:38:32 GMT

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What's the name of it?

Subject: The text on the C&C Multiplayer loadscreen.....

Posted by [Aircraftkiller](#) on Wed, 27 Aug 2003 02:41:18 GMT

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Don't mess with the strings.tdb, please. It will erase the changes I've made to get the unused building announcements working in multiplayer.

Subject: The text on the C&C Multiplayer loadscreen.....

Posted by [SomeRhino](#) on Wed, 27 Aug 2003 02:53:22 GMT

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Not if it's for a mod package.

Subject: The text on the C&C Multiplayer loadscreen.....

Posted by [maytridy](#) on Wed, 27 Aug 2003 03:02:41 GMT

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It's for Modern Warfare, which will be a .pkg.

The scripts.tdb file is included in .pkg's, unlike a .mix, right?

Subject: The text on the C&C Multiplayer loadscreen.....

Posted by [Dante](#) on Wed, 27 Aug 2003 07:36:20 GMT

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its not in strings.tdb ffs, its in campaign.ini, know what you are doing before you do it though, or else your game will become unplayable.

Mine: (Client Side Mod)

Subject: The text on the C&C Multiplayer loadscreen.....

Posted by [General Havoc](#) on Wed, 27 Aug 2003 11:35:47 GMT

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Leave it to me- I'll edit it so we don't mess things up.

Subject: The text on the C&C Multiplayer loadscreen.....

Posted by [maytridy](#) on Wed, 27 Aug 2003 12:45:35 GMT

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Ok, i'll talk to you on MSN.

Subject: The text on the C&C Multiplayer loadscreen.....

Posted by [General Havoc](#) on Wed, 27 Aug 2003 17:26:17 GMT

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I'll try again later but I'm having problems with my connection and email at the moment and it doesn't seem to connect. I think there is problems with my ISP and the DNS server.

Subject: The text on the C&C Multiplayer loadscreen.....

Posted by [maytridy](#) on Wed, 27 Aug 2003 17:27:29 GMT

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Oh, ok. How long do you think it will take before you can get back on MSN?

Subject: The text on the C&C Multiplayer loadscreen.....

Posted by [sjezk3](#) on Thu, 28 Aug 2003 04:19:25 GMT

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I want that load screen.... thats a nice load screen....

Subject: The text on the C&C Multiplayer loadscreen.....
Posted by [Dante](#) on Thu, 28 Aug 2003 05:22:15 GMT
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its the original TDM loadscreen that was supposed to go into Renegade.

Subject: The text on the C&C Multiplayer loadscreen.....
Posted by [sjezk3](#) on Thu, 28 Aug 2003 14:51:58 GMT
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Kool can you tell me where to get it..... please

Subject: The text on the C&C Multiplayer loadscreen.....
Posted by [maytridy](#) on Tue, 02 Sep 2003 17:50:44 GMT
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What part of the campaign.ini do i need to edit to delete the text?

And, what do I need to do to it?

Subject: The text on the C&C Multiplayer loadscreen.....
Posted by [General Havoc](#) on Tue, 02 Sep 2003 21:09:33 GMT
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Find this:

```
;-----  
; C&C Mode - Loading Screen  
;-----  
;  
[Backdrop94]  
0=Model IF_LVL94LOAD  
1=Color 100,255,100  
2=Text2 50,17,IDS_LoadScreen_Item_00_Title ;Mission Title  
3=Color 100,255,100  
4=Text 60,40,IDS_LoadScreen_Item_00_Note ;Mission Overview  
5=Wrap 350  
6=Color 100,255,100  
7=Text 60,60,IDS_LoadScreen_Item_00_Description ;Mission Summary  
;8=Color 100,255,100  
;9=Text 60,118,IDS_LoadScreen_Item_00_Text ;Mission Hint  
  
11=Color 255,150,100
```

12=Text 90,155,IDS_LoadScreen_Item_01_Title	;1st Hint Title
13=Wrap 210	
14=Color 255,150,100	
15=Text 90,166,IDS_LoadScreen_Item_01_Text	;1st Hint Text
21=Color 255,150,100	
22=Text 82,200,IDS_LoadScreen_Item_02_Title	;2nd Hint Title
23=Wrap 220	
24=Color 255,150,100	
25=Text 82,211,IDS_LoadScreen_Item_02_Text	;2nd Hint Text
31=Color 255,150,100	
32=Text 106,245,IDS_LoadScreen_Item_05_Title	;3rd Hint Title
33=Wrap 190	
34=Color 255,150,100	
35=Text 106,256,IDS_LoadScreen_Item_05_Text	;3rd Hint Text
41=Color 255,150,100	
42=Text 364,155,IDS_LoadScreen_Item_03_Title	;4th Hint Title
43=Wrap 230	
44=Color 255,150,100	
45=Text 364,166,IDS_LoadScreen_Item_03_Text	;4th Hint Text
51=Color 255,150,100	
52=Text 380,200,IDS_LoadScreen_Item_04_Title	;5th Hint Title
53=Wrap 220	
54=Color 255,150,100	
55=Text 380,209,IDS_LoadScreen_Item_04_Text	;5th Hint Text
61=Color 255,150,100	
62=Text 380,245,IDS_LoadScreen_Item_06_Title	;6th Hint Title
63=Wrap 220	
64=Color 255,150,100	
65=Text 380,256,IDS_LoadScreen_Item_06_Text	;6th Hint Text

You can see how it works. Color is the colour of the text and the 2 numbers before the "IDS_" are it's location as far as I can remember. To edit the text you need to edit the strings.tdb and either change the existing ones or add new ones and reference them in the campaign.ini. As the mod is a PKG format the strings can be changed or added. Adding them may be easier. The strings in the campaign.ini are the text with "IDS_" in front of them. When you add a new strings you can call it something like "IDS_Modern_Warefare_Load_Item01" for example then replace the part in the campaign.ini you want to.

Subject: The text on the C&C Multiplayer loadscreen.....
 Posted by [maytridy](#) on Tue, 02 Sep 2003 22:50:01 GMT

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Ok, thanks for all the info.

Is there any way to make the text blank, like adding blank strings, and just adding my own text in photoshop?

Subject: The text on the C&C Multiplayer loadscreen.....
Posted by [General Havoc](#) on Tue, 02 Sep 2003 23:41:57 GMT
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Just delete it I think or find a null string if it doesn't work.

Subject: The text on the C&C Multiplayer loadscreen.....
Posted by [Skier222](#) on Wed, 03 Sep 2003 19:44:33 GMT
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couldn't u just delete the whole thing, just the part that is show on GH's post?

Subject: The text on the C&C Multiplayer loadscreen.....
Posted by [General Havoc](#) on Wed, 03 Sep 2003 21:22:00 GMT
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No. You will cause a TDB Error and it will show "TDBER" instead of text or nothing. You need to make or find a null string that had no text on it. You can add new strings and then reference them in the campaign.ini

Subject: The text on the C&C Multiplayer loadscreen.....
Posted by [maytridy](#) on Wed, 03 Sep 2003 21:56:07 GMT
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A null string? I'm not familiar...fill me in?

I can't just delete the section. You would think i would have tried that by now. :rolleyes:

Subject: The text on the C&C Multiplayer loadscreen.....
Posted by [General Havoc](#) on Wed, 03 Sep 2003 23:41:55 GMT
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Either edit the strings.tdb and find one with no value (text). Or make a ew one and call it somthing like "IDS_Null" and don't add any text to it. Go to the campaign.ini and find the "IDS"

part you want to change and type "IDS_Null" in there.

Subject: The text on the C&C Multiplayer loadscreen.....

Posted by [Dante](#) on Fri, 05 Sep 2003 01:16:05 GMT

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```
; -----  
; C&C Mode - Loading Screen  
; -----  
;  
[Backdrop94]  
0=Model IF_LVL94LOAD  
1=Color 100,255,100  
2=Text2 50,17,IDS_LoadScreen_Item_00_Title           ;Mission Title  
3=Color 100,255,100  
4=Text 60,40,IDS_LoadScreen_Item_00_Note           ;Mission Overview  
5=Wrap 350  
6=Color 100,255,100  
7=Text 60,60,IDS_LoadScreen_Item_00_Description     ;Mission Summary  
;8=Color 100,255,100  
;9=Text 60,118,IDS_LoadScreen_Item_00_Text         ;Mission Hint
```

just change it to that...
