Subject: How I can Edit strings.tdb
Posted by zeratul2400 on Thu, 27 Nov 2003 20:54:39 GMT
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?

Subject: How I can Edit strings.tdb
Posted by gendres on Thu, 27 Nov 2003 21:04:02 GMT
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in LevelEdit

Subject: How I can Edit strings.tdb
Posted by General Havoc on Thu, 27 Nov 2003 21:22:59 GMT
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http://renhelp.co.uk/?faq=68#68

Subject: How I can Edit strings.tdb
Posted by Jaspah on Thu, 27 Nov 2003 21:33:10 GMT
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Aircraftkiller is probally going to say "don't mess with the strings file!!".

Heh...

Subject: How I can Edit strings.tdb
Posted by General Havoc on Thu, 27 Nov 2003 21:38:36 GMT
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Well that's his problem.

Subject: How I can Edit strings.tdb
Posted by Cpo64 on Fri, 28 Nov 2003 00:15:26 GMT
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Why would he do that?'

You can mess with the strings file all you want...

Subject: How I can Edit strings.tdb
Posted by Aircraftkiller on Fri, 28 Nov 2003 00:32:53 GMT
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I don't care if you mess with it when you're making a game modification in *.pkg format.

But if you plan on modifying the Strings.tdb file for standard Renegade, don't... Just don't. I spent too much time getting the building sounds to work for everyone to enjoy to have someone put in some stupid string like "flying dildo explosion" for one level.

Subject: How I can Edit strings.tdb
Posted by Cpo64 on Fri, 28 Nov 2003 00:35:12 GMT
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Have you given permision for anyone/everyone to use the strings.tdb file for there own maps?

Subject: How I can Edit strings.tdb
Posted by Aircraftkiller on Fri, 28 Nov 2003 00:42:20 GMT
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No, but I may modify it if the purpose is good, like a decent level done with some new, good looking, structure that needs a customized name.

Subject: How I can Edit strings.tdb
Posted by Cpo64 on Fri, 28 Nov 2003 01:02:45 GMT
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No, I mean can we use the modified strings?

Subject: How I can Edit strings.tdb
Posted by Jaspah on Sun, 30 Nov 2003 15:10:47 GMT
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Oh, wait!

Would that allow me to name this Humm-Tow model in my map to "Humm-Tow" instead of "Humm-vee"?

Subject: How I can Edit strings.tdb
Posted by Aircraftkiller on Sun, 30 Nov 2003 18:18:33 GMT

No, because it's still a Humm-vee, regardless of whether it has a Tube launched, Optically sighted, Wire guided missile attached to it or not.