
Subject: Re: C&C_Assault BETA 1.0 released.
Posted by [bisen11](#) on Wed, 18 Jan 2006 15:29:50 GMT
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Naamloos wrote on Wed, 18 January 2006 07:54

To change names of objects you will need to add them to the strings.tdb, and then attach them to the object. That's what I did with the crates and the 'boss'.

How do you edit the strings?
