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Subject: Re: C&C\_Assault BETA 1.0 released.  
Posted by [Naamloos](#) on Wed, 18 Jan 2006 15:54:28 GMT  
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Double click on the empty slot.

For easy searching I suggest you start all strings with "IDS\_Enc\_A\_".

Then go to your object and attach your new string.

That's how I do it.

Edit: Don't forget that once you edit stings for a map, you will need to include your modified strings.tdb with your map. Placing it inside the .mix does not work.

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