Subject: How can I translate these ingame Messages?
Posted by EA-DamageEverything on Tue, 23 May 2006 08:27:03 GMT

Hi everyone,

I want to translate some ingame phrases like

"Looks like GDI got a random vehicle...." = all Crate messages which are displayed in F2 chat. ALSO all private messages which I get in case of picking up a crate by myself.

"The NOD Airstrip has been destroyed thanks to you" = I only translated the presets which was easy to make in ssaow.ini... I wanna translate the whole message.
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2 more questions=

If I would edit the objects file from ssaow to get the "under attack-Sounds running (like repair pad, Conyard etc all where the sound is missing), will the server send the command to all clients? I mean they still can read whats under attack but some Buildings haven't got a sound for this.

I have LE, how do I set up my personal strings.tdb correctly?