Subject: Re: Clan Tags (In-Game)
Posted by reborn on Wed, 14 Jun 2006 19:30:16 GMT

You need to edit the strings.tdb file on the client. That means you will not be able to do it server side and whatever is typed in there only the client will see. And it will appear on everyone else's character too.

Nice idea, but i don't think there is a more mod friendly way to do it