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Subject: Re: How can I translate these ingame Messages?

Posted by [reborn](#) on Wed, 21 Jun 2006 09:54:18 GMT

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EA-DamageEverything wrote on Wed, 21 June 2006 04:31I already followed the instructions "using SDK...".

When I load up the sourcecode, there are the scripts and the keyconfig project. So far so good. Clicking on "properties" also does show the correct output format= scripts.dll.

But there is no option to compile but I can build the scripts. I did that and it didn't want to work. It complains about this windows.h line in the aow.cpp again. Removing this line caused some other serious errors.

You may look at this logfile=

If you post the sentences you are referring too, and what you would liek them changed too, I will do it for you.

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