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Subject: Re: Renegade ressurection?

Posted by [Yrr](#) on Sat, 14 Apr 2007 03:40:24 GMT

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Jonty wrote on Fri, 13 April 2007 18:18@Neku: I changed ID 33 to read as so:

33 = \$0 [Kills] \$1.

But ingame it still shows up as the original;

33 = \$0 kills \$1.

I made my "mod" by duplicating the en\_US folder, renaming it to en\_Jonty and putting that into the Settings file.

Am I doing everything right? I can post/PM the Strings file I modified if you want.

You cannot use other folders than en\_US and de\_DE, so you have to change their 'strings.ini'.

With the next release, the folders will be renamed to enUS and deDE and can no longer be chosen via settings file (it will be auto-detected using your renegade's language).

Currently I'm completely rewriting my mod's netcode, so next version needs more time to be done than the last ones. My next target is to leave the alpha phase and go for the public beta.

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