
Subject: The text on the C&C Multiplayer loadscreen.....
Posted by [General Havoc](#) on Tue, 02 Sep 2003 21:09:33 GMT
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; -----  
; C&C Mode - Loading Screen  
; -----  
;  
[Backdrop94]  
0=Model IF_LVL94LOAD  
1=Color 100,255,100  
2=Text2 50,17,IDS_LoadScreen_Item_00_Title           ;Mission Title  
3=Color 100,255,100  
4=Text 60,40,IDS_LoadScreen_Item_00_Note           ;Mission Overview  
5=Wrap 350  
6=Color 100,255,100  
7=Text 60,60,IDS_LoadScreen_Item_00_Description     ;Mission Summary  
;8=Color 100,255,100  
;9=Text 60,118,IDS_LoadScreen_Item_00_Text         ;Mission Hint  
  
11=Color 255,150,100  
12=Text 90,155,IDS_LoadScreen_Item_01_Title         ;1st Hint Title  
13=Wrap 210  
14=Color 255,150,100  
15=Text 90,166,IDS_LoadScreen_Item_01_Text         ;1st Hint Text  
  
21=Color 255,150,100  
22=Text 82,200,IDS_LoadScreen_Item_02_Title         ;2nd Hint Title  
23=Wrap 220  
24=Color 255,150,100  
25=Text 82,211,IDS_LoadScreen_Item_02_Text         ;2nd Hint Text  
  
31=Color 255,150,100  
32=Text 106,245,IDS_LoadScreen_Item_05_Title        ;3rd Hint Title  
33=Wrap 190  
34=Color 255,150,100  
35=Text 106,256,IDS_LoadScreen_Item_05_Text        ;3rd Hint Text  
  
41=Color 255,150,100  
42=Text 364,155,IDS_LoadScreen_Item_03_Title        ;4th Hint Title  
43=Wrap 230  
44=Color 255,150,100  
45=Text 364,166,IDS_LoadScreen_Item_03_Text        ;4th Hint Text  
  
51=Color 255,150,100
```

52=Text 380,200,IDS_LoadScreen_Item_04_Title ;5th Hint Title
53=Wrap 220
54=Color 255,150,100
55=Text 380,209,IDS_LoadScreen_Item_04_Text ;5th Hint Text

61=Color 255,150,100
62=Text 380,245,IDS_LoadScreen_Item_06_Title ;6th Hint Title
63=Wrap 220
64=Color 255,150,100
65=Text 380,256,IDS_LoadScreen_Item_06_Text ;6th Hint Text

You can see how it works. Color is the colour of the text and the 2 numbers before the "IDS_" are it's location as far as I can remember. To edit the text you need to edit the strings.tdb and either change the existing ones or add new ones and reference them in the campaign.ini. As the mod is a PKG format the strings can be changed or added. Adding them may be easier. The strings in the campaign.ini are the text with "IDS_" in front of them. When you add a new strings you can call it something like "IDS_Modern_Warefare_Load_Item01" for example then replace the part in the campaign.ini you want to.
