Subject: Re: Vehicle WEAPON names no longer shows up
Posted by Jerad2142 on Wed, 30 Apr 2014 14:27:35 GMT
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So I selected ID 1000 in my strings_map.tbl:

#define IDS_M00AVIS_KICK0050I1CCCK_TXT 1000
tada

As a warning, this is a new map that I just started making 3 weeks ago, no saying that this isn't an issue with my strings file (although vehicle name changes fine to whatever I select, its only the weapon name having issues).

File Attachments
1) Untitled.png, downloaded 810 times

Jerad2142

100

Credits: 0