
Subject: How I can Edit strings.tdb

Posted by [Aircraftkiller](#) on Fri, 28 Nov 2003 00:32:53 GMT

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I don't care if you mess with it when you're making a game modification in *.pkg format.

But if you plan on modifying the Strings.tdb file for standard Renegade, don't... Just don't. I spent too much time getting the building sounds to work for everyone to enjoy to have someone put in some stupid string like "flying dildo explosion" for one level.
