Subject: Quick Question

Posted by trooprm02 on Sun, 11 Dec 2005 13:52:13 GMT

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I am have started making skins for my renegade and been making them public for a few testers, now for loadscreen rengaurd displays that CorePatch1 text about the new maps and different links, how do you removee that?

It weird tho, I have CP1, and everything, but my loadscreen is still that old default one..

Subject: Re: Quick Question

Posted by Ma1kel on Sun, 11 Dec 2005 18:03:34 GMT

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Could you try to explain your question in another way? I can't understand what you are trying to say.

Subject: Re: Quick Question

Posted by trooprm02 on Tue, 20 Dec 2005 19:04:54 GMT

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How do I take off the CP1 text that appears on the loadscreen after you install the update?

Subject: Re: Quick Question

Posted by Goztow on Wed, 21 Dec 2005 07:42:17 GMT

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He wants to know where he can find the loadscreen and put the original back.

Subject: Re: Quick Question

Posted by Renx on Wed, 21 Dec 2005 14:37:34 GMT

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Don't make fun of him for not being able to speak english well if you're equally as bad at comprehending it.

He has the default loadscreen with the CP1 text written on it, and he wants to remove the text.

Subject: Re: Quick Question

Posted by trooprm02 on Wed, 21 Dec 2005 15:21:12 GMT

Renx wrote on Wed, 21 December 2005 09:37Don't make fun of him for not being able to speak english well if you're equally as bad at comprehending it.

He has the default loadscreen with the CP1 text written on it, and he wants to remove the text.

Exactly, now the question is how do I do that? Where is that file found?

Subject: Re: Quick Question

Posted by danpaul88 on Wed, 21 Dec 2005 15:32:41 GMT

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the loadscreen has 5 image files;

loadscreen beam.dds

loadscreen cnc 1.dds

loadscreen_cnc_2.dds

loadscreen_cnc_3.dds

loadscreen_cnc_4.dds

Remove all of these and you should have the original background back..

But none of these actually have the text in, so I guess it must be stored in strings.tbd...

EDIT: nvm, tried removing strings.tbd and still had the cp1 text...

Subject: Re: Quick Question

Posted by Renx on Wed, 21 Dec 2005 15:48:27 GMT

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anything added in CP1 is probably in always2.dat, try looking there.

Subject: Re: Quick Question

Posted by matty3k10 on Fri, 23 Dec 2005 07:42:40 GMT

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If your trying to edit the text then all you have to do is open up stylemgr.ini in your renegade data folder and make it look like this:

Quote::

```
; STYLEMGR.INI
 This .INI file defines the fonts used by the WWUI library
[Font File List]
File01=54251___.TTF
File02=ARI .TTF
 Font names follow this format:
 <family_name>, <point_size>, <is_bold>
 is bold is 0 for false and 1 for true
[Font Names]
FONT_TITLE=Regatta Condensed LET, 52, 0
FONT LG CONTROLS=Arial MT, 12, 1
FONT_CONTROLS=Arial MT, 8, 1
FONT LISTS=Arial MT, 8, 0
FONT_TOOLTIPS=Arial MT, 8, 0
FONT_MENU=Regatta Condensed LET, 32, 0
FONT_SM_MENU=Regatta Condensed LET, 20, 0
FONT HEADER=Arial MT, 9, 1
FONT BIG HEADER=Arial MT, 12, 1
FONT CREDITS=Arial MT, 10, 0
FONT CREDITS BOLD=Arial MT, 10, 1
FONT_INGAME_TXT=Arial MT, 8, 0
FONT_INGAME_BIG_TXT=Arial MT, 16, 0
FONT INGAME SUBTITLE TXT=Arial MT, 14, 0
FONT_INGAME_HEADER_TXT=Arial MT, 9, 1
 Audio entries follow this format:
 <wav_filename>, <volume>
 volume is a non-normalized percent from 0 to 100
[Audio]
AUDIO CLICK=interface mouseclick.wav, 60
```

AUDIO_MOUSEOVER=interface_rollover.wav, 70 AUDIO_BACK=interface_escape.wav, 80 AUDIO_POPUP=interface_alert1.wav, 80

That should make it look like orginal text, I think.

Subject: Re: Quick Question

Posted by trooprm02 on Fri, 23 Dec 2005 14:25:33 GMT

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Thanks Guys Fixed the job!

Subject: Re: Quick Question

Posted by trooprm02 on Sat, 24 Dec 2005 21:01:46 GMT

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Back again.....

How doesn't anyone know this?

I though this was a common question

Subject: Re: Quick Question

Posted by danpaul88 on Sun, 25 Dec 2005 00:24:56 GMT

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tbh I never had any reason to wonder where they put the text for the loadscreen...

Subject: Re: Quick Question

Posted by trooprm02 on Sun, 25 Dec 2005 16:22:24 GMT

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matty3k10 wrote on Fri, 23 December 2005 01:42lf your trying to edit the text then all you have to do is open up stylemgr.ini in your renegade data folder and make it look like this:

Quote:;

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FONT LISTS=Arial MT, 8, 0
FONT TOOLTIPS=Arial MT, 8, 0
FONT MENU=Regatta Condensed LET, 32, 0
FONT_SM_MENU=Regatta Condensed LET, 20, 0
FONT HEADER=Arial MT, 9, 1
FONT_BIG_HEADER=Arial MT, 12, 1
FONT CREDITS=Arial MT, 10, 0
FONT_CREDITS_BOLD=Arial MT, 10, 1
FONT_INGAME_TXT=Arial MT, 8, 0
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Audio entries follow this format:
 <wav filename>, <volume>
volume is a non-normalized percent from 0 to 100
[Audio]
AUDIO_CLICK=interface_mouseclick.wav, 60
AUDIO MOUSEOVER=interface rollover.wav, 70
AUDIO_BACK=interface_escape.wav, 80
AUDIO POPUP=interface alert1.wav, 80
```

That should make it look like orginal text, I think.

My stylemgr.ini already looks like that, is there anyway to directly change/edit the text?

Subject: Re: Quick Question

Posted by trooprm02 on Fri, 30 Dec 2005 17:05:17 GMT

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trooprm02 wrote on Sun, 25 December 2005 10:22matty3k10 wrote on Fri, 23 December 2005 01:42lf your trying to edit the text then all you have to do is open up stylemgr.ini in your renegade data folder and make it look like this:

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FONT_SM_MENU=Regatta Condensed LET, 20, 0
FONT_HEADER=Arial MT, 9, 1
FONT_BIG_HEADER=Arial MT, 12, 1
```

```
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```

FONT_INGAME_TXT=Arial MT, 8, 0 FONT_INGAME_BIG_TXT=Arial MT, 16, 0 FONT_INGAME_SUBTITLE_TXT=Arial MT, 14, 0 FONT_INGAME_HEADER_TXT=Arial MT, 9, 1

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That should make it look like orginal text, I think.

My stylemgr.ini already looks like that, is there anyway to directly change/edit the text?

Help

Subject: Re: Quick Question

Posted by trooprm02 on Thu, 05 Jan 2006 21:10:59 GMT

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trooprm02 wrote on Sun, 25 December 2005 10:22matty3k10 wrote on Fri, 23 December 2005 01:42lf your trying to edit the text then all you have to do is open up stylemgr.ini in your renegade data folder and make it look like this:

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; This .INI file defines the fonts used by the WWUI library

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That should make it look like orginal text, I think.

My stylemgr.ini already looks like that, is there anyway to directly change/edit the text?

Help

Subject: Re: Quick Question

Posted by Xylaquin on Tue, 07 Feb 2006 07:56:14 GMT

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bump, i also want the old text back.

Subject: Re: Quick Question

Posted by Ma1kel on Tue, 07 Feb 2006 19:31:33 GMT

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CP2 fixes that.

Subject: Re: Quick Question

Posted by Areilius on Thu, 09 Feb 2006 01:05:32 GMT

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I got the old text back by replacing strings.tdb in the data directory with the strings.tdb in always.dat.

I dont know much about modding or how renegade works so doing this might set your computer on fire. Well it worked for me.

If you want to CHANGE the text, open Leveledit, create some mod package like "test", go to Strings>Edit Table, Click the "LOAD" tab,

and edit the things you want (see pic).

THEN, copy the strings.tdb out of the mod package's directory (for me it was C:\Program Files\RenegadePublicTools\LevelEdit\test\ALWAYS\TranslationD B\strings.tdb) and paste in your data directrory (overwrite old one).

I just re-tested both methods and they worked for me...

File Attachments

1) strings.jpg, downloaded 578 times

