
Subject: Generals Editing Forum

Posted by [Oblivion165](#) on Thu, 27 Apr 2006 01:34:22 GMT

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Im trying to find a modding forum for generals. Im going around all kinds of sites and no one replies and most of these forums are dead.

Here is the topic ive posted everywhere:
(in case some of you know how to do this)

Quote:So far as of yet i havent found a modding forum for Generals. Im from the renegade community (RenegadeForums.com), and im looking for something similar for generals. I dont think this is extrememly the same thing because of the low post count, but ill give it a try.

Ive learned most things for generals by just browsing the ini's. I use project raptor and am editing it further. The two questions i have are:

1. Where are the labels stored for objects and menu items. (String Names, such as "Pathfinder")
2. Why can i not restrict GLA and China to the sciences. Im making it so that the super weapons are harder to get. Within the first 5 minutes of the game everyone already has their's up. So i made the price tag 50,000 and i have USA restricted to Rank 5. So you cant build a superweapon until you are at least that rank. However, when i put the same rank restriction on GLA or China, the game does it's crash sequence.

Hope to hear from somebody. Thanks and hello.

Subject: Re: Generals Editing Forum

Posted by [Kamuix](#) on Thu, 27 Apr 2006 01:43:10 GMT

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I'm not aware of any . But if you arent already using this awesome Modder.

<http://www.tibed.net/downloads>

Subject: Re: Generals Editing Forum

Posted by [Oblivion165](#) on Thu, 27 Apr 2006 01:50:00 GMT

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Ok ill give it a try, im using finalbig right now and im happy with it.

Subject: Re: Generals Editing Forum
Posted by [Kamuix](#) on Thu, 27 Apr 2006 01:57:26 GMT
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Yea its a leet good program. Tived is the master of all C&CStrategy game editing. Its defently the best choice for editing RA2 and Tibsun.

Subject: Re: Generals Editing Forum
Posted by [Oblivion165](#) on Fri, 28 Apr 2006 01:26:57 GMT
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As of yet i havent been able to edit anything with Tived, it will load a default project, but when i try to open any other bigs it hides the main form and run's in the background.

Anyway, no one knows of a active forum?

Subject: Re: Generals Editing Forum
Posted by [JeepRubi](#) on Fri, 28 Apr 2006 01:35:57 GMT
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you could try the official ea forums over at www.westwood.com.

Subject: Re: Generals Editing Forum
Posted by [Goztow](#) on Fri, 28 Apr 2006 06:34:41 GMT
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Jeep Rubi wrote on Thu, 27 April 2006 21:35you could try the official ea forums over at www.westwood.com.
You are naive...

Subject: Re: Generals Editing Forum
Posted by [Lijitsu](#) on Fri, 28 Apr 2006 06:39:07 GMT
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Goztow wrote on Fri, 28 April 2006 02:34Jeep Rubi wrote on Thu, 27 April 2006 21:35you could try the official ea forums over at www.westwood.com.
You are naive...
/Agree.

Subject: Re: Generals Editing Forum

Posted by [jonwil](#) on Fri, 28 Apr 2006 07:07:22 GMT

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You could try www.deezire.net, they have forums for the SAGE engine games (generals/ZH/BFME/BFMEII) and they have people there that know a lot about the engines.

Subject: Re: Generals Editing Forum

Posted by [Oblivion165](#) on Fri, 28 Apr 2006 18:45:48 GMT

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Awsome, awesome.

And for the record, for the search function in-case someone looks for this information later:

Generals Csf (Generals.cfs) can be edited with CFSEditor 1.0 and this is where the strings for the entire game are stored.
