
Subject: How can I translate these ingame Messages?

Posted by [EA-DamageEverything](#) on Tue, 23 May 2006 08:27:03 GMT

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Hi everyone,

I want to translate some ingame phrases like

"Looks like GDI got a random vehicle...." = all Crate messages which are displayed in F2 chat.
ALSO all private messages which I get in case of picking up a crate by myself.

"The NOD Airstrip has been destroyed thanks to you" = I only translated the presets which was easy to make in ssaow.ini... I wanna translate the whole message.

2 more questions=

If I would edit the objects file from ssaow to get the "under attack-Sounds running (like repair pad, Conyard etc all where the sound is missing), will the server send the command to all clients? I mean they still can read whats under attack but some Buildings haven't got a sound for this.

I have LE, how do I set up my personal strings.tdb correctly?

Subject: Re: How can I translate these ingame Messages?

Posted by [Whitedragon](#) on Tue, 23 May 2006 08:34:12 GMT

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Translate to what? Another language? They're hard coded into the scripts.dll and cant be changed without editing it.

Subject: Re: How can I translate these ingame Messages?

Posted by [EA-DamageEverything](#) on Tue, 23 May 2006 08:39:14 GMT

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Translating them into another language, right.

Inside the zip files of the scripts, there are expanded script files, can I use them instead of the DLLs in the main dir? i mean I should edit the cpp etc the same way like text files.

I don't know how to edit DLLs, what do I need? I read something of MS Visual Studio -I don't have this.

Subject: Re: How can I translate these ingame Messages?

Posted by [sycar](#) on Tue, 23 May 2006 08:56:53 GMT

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yea, the scripts.dll package is written in C so to edit this you either need a specific C compiler or visual studio 2006/ visual .net 2003

Subject: Re: How can I translate these ingame Messages?

Posted by [EA-DamageEverything](#) on Tue, 23 May 2006 09:43:51 GMT

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I am downloading 2 compilers now. Which DLL has the code in that I must edit (the crate messages and the destroying messages)?

Subject: Re: How can I translate these ingame Messages?

Posted by [jonwil](#) on Tue, 23 May 2006 10:46:03 GMT

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For the latest SSAOW, you want Microsoft Visual C++ .NET 2003.

Then you open the scripts.sln file in Visual C++, find the strings you want and edit them to what you want them to be.

After that, you select "compile" from the menu and it will produce a new scripts.dll file which you can use on your server.

Subject: Re: How can I translate these ingame Messages?

Posted by [N1warhead](#) on Tue, 23 May 2006 11:17:00 GMT

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Hey well im not sure if this has anything to do with it, but i was looking in the Always.dat folder to replace sounds and stuff, and the creators have sounds of Buildings under attack and stuff that they never used i dont no why but they do, i just woke up so im not sure if thats what ur talking about besides teh scripts i just noticed " SOME Buildings aint got sounds " but anyways yea

Subject: Re: How can I translate these ingame Messages?

Posted by [EA-DamageEverything](#) on Wed, 24 May 2006 00:45:08 GMT

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jonwil wrote on Tue, 23 May 2006 12:46you want Microsoft Visual C++ .NET 2003....you select "compile" from the menu and it will produce a new scripts.dlll have worked for approx. 2 hours now on it.

I am using MS Visual Studio 8 (MS Visual C++ 2005 express Edition) and I have NO scripts being outputted into the dir.

This is what I got= "Message: 'This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_DEPRECATED. See online help for details.'

.\crate.cpp(724) : warning C4996: 'sprintf' was declared deprecated" I don't know what it means with sprintf...

I put all the source files EXCEPT the DLLs into a new dir and followed your instructions Jonwil. But it didn't put out/modified the scripts.dll.

the file crate.cpp is now duplicated to a crate.sbr file in a sub-dir "Releases".

Please tell me my mistakes I made. Sorry, I thought it would be simple editing a DLL.

I'm going to bed now, cya tomorrow.

File Attachments

1) [compile.jpg](#), downloaded 517 times

scripts - Visual C++ 2005 Express Edition

File Edit View Project Build Debug Tools Window Community Help

Build Solution F7
 Rebuild Solution Ctrl+Alt+F7
 Clean Solution
 Build scripts
 Rebuild scripts
 Clean scripts
 Project Only
 Batch Build...
 Configuration Manager...
 Compile Ctrl+F7

Solution Explorer - Solution 's...

Solution 'scripts' (2 projects)
 keycfg
 scripts
 Header Files
 Resource Files
 Source Files
 AOW.cpp
 crate.cpp
 Dan.cpp
 Date.cpp
 dllmain.cpp
 engine.cpp
 gamelog.cpp
 hash_fun.cpp
 jfwcine.cpp
 jfwcust.cpp
 jfwdef.cpp
 jfwdmg.cpp
 jfwgame.cpp
 jfwgun.cpp
 jfwhook.cpp
 jfwmisc.cpp
 jfwobj.cpp
 jfwpoke.cpp
 jfwpow.cpp
 jfwscr.cpp
 jfwsnd.cpp
 jfwveh.cpp
 jfwweap.cpp
 jfwws.cpp
 jfwzone.cpp
 kak.cpp
 keyhook.cpp
 mdb.cpp
 mp3.cpp
 neo.cpp
 nh.cpp
 nhp.cpp
 PROFILE.cpp

```

else if (Rnd<=88) Index = 13;
else if (Rnd<=90) Index = 14;
else if (Rnd<=92) Index = 15;
else if (Rnd<=94) Index = 16;
else if (Rnd<=96) Index = 17;
else if (Rnd<=98) Index = 18;
else Index = 19;
if (Settings->Gamelog)
{
    char Message[512];
    Vector3 pos;
    pos = Commands->Get_Position(sender);
    sprintf (Message, "CRATE;WEAPON;%s;%d;%s;%f;%s",
            WriteFile(Message);
}
sprintf(message, "%s bekam eine neue Waffe aus der
FDSMessage(message, "_CRATE");
Commands->Give_Powerup(sender, RandomWeapon[Index]);
sprintf(message, "ppage %d [Crate] Du bekommst ein
if (RandomWeapon[Index][2][0] != '\0')
{
    Create_2D_WAV_Sound_Player(sender, RandomWeapo
}
}
else if ((RandomIntCrate <= (percent+=Crate_Money)) &
{
    int Amount = Commands->Get_Random_Int(1,1000);
    int RndGood = Commands->Get_Random_Int(1,2);
    if (RndGood == 1)
    {
        Commands->Give_Money(sender, (float) Amount, fal
        Create_2D_WAV_Sound_Player(sender, "m00pc$$_aq
    }
}
else
{
    Commands->Give_Money(sender, (float) (Amount*-1
if (Commands->Get_Money(sender) < 0) Commands-

```

Output

Show output from: Build

```

Message: 'This function or variable may be unsafe. Consider using sprintf_s instead. To disable dep
.\crate.cpp(724) : warning C4996: 'sprintf' was declared deprecated
D:\Programme\Microsoft Visual Studio 8\VC\include\stdio.h(345) : see declaration of 'sprintf'
Message: 'This function or variable may be unsafe. Consider using sprintf_s instead. To disable dep
aow.cpp
.\aow.cpp(18) : fatal error C1083: Cannot open include file: 'windows.h': No such file or directory
Generating Code...

```

Code Definition Window Call Browser Output

Ready

Subject: Re: How can I translate these ingame Messages?

Posted by [Cat998](#) on Wed, 24 May 2006 10:41:38 GMT

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You can ignore the warnings,
for the errors, you need to download and install the Microsoft Platform SDK:

<http://www.microsoft.com/downloads/details.aspx?familyid=0BAF2B35-C656-4969-ACE8-E4C0C0716ADB&displaylang=en>

<http://msdn.microsoft.com/vstudio/express/visualc/usingpsdk/>

Subject: Re: How can I translate these ingame Messages?

Posted by [EA-DamageEverything](#) on Tue, 20 Jun 2006 22:08:10 GMT

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I give up. I have had it all the way ready, but it didn't build, compile or whatever anything.

VC Express complains about a missing windows.h Header file which is listed inside the aow.cpp but not present. In the end, the scripts can be updated with my custom changes, but I don't get new Dll files. There is zero option to compile in the menu. Only if I mark one single .cpp file -but this won't help me. I have the SDK installed.

I thought about hex editing the DLL itself, but this would be the hard way and I don't want this.

If someone can easily compile this for me, feel free to do it. I will be happy. I added the changed source files below.

File Attachments

1) [scripts.zip](#), downloaded 194 times

Subject: Re: How can I translate these ingame Messages?

Posted by [=HT=T-Bird](#) on Tue, 20 Jun 2006 23:28:09 GMT

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EA-DamageEverything wrote on Tue, 20 June 2006 17:08 I give up. I have had it all the way ready, but it didn't build, compile or whatever anything.

VC Express complains about a missing windows.h Header file which is listed inside the aow.cpp but not present. In the end, the scripts can be updated with my custom changes, but I don't get new Dll files. There is zero option to compile in the menu. Only if I mark one single .cpp file -but this won't help me. I have the SDK installed.

I thought about hex editing the DLL itself, but this would be the hard way and I don't want this.

If someone can easily compile this for me, feel free to do it. I will be happy. I added the changed

source files below.

Make sure that VC8Express knows where to find the SDK...

Subject: Re: How can I translate these ingame Messages?

Posted by [Cat998](#) on Wed, 21 Jun 2006 00:06:20 GMT

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You can get the Microsoft Windows SDK here:

<http://www.microsoft.com/downloads/details.aspx?FamilyId=0BAF2B35-C656-4969-ACE8-E4C0C0716ADB&displaylang=en>

Install instructions are available here:

<http://msdn.microsoft.com/vstudio/express/visualc/usingpsdk/>

Subject: Re: How can I translate these ingame Messages?

Posted by [Aircraftkiller](#) on Wed, 21 Jun 2006 00:14:35 GMT

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Remember, it's Nod, not NOD.

Subject: Re: How can I translate these ingame Messages?

Posted by [DreamWraith](#) on Wed, 21 Jun 2006 00:39:13 GMT

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Isn't Kane the leader of NOD?

Subject: Re: How can I translate these ingame Messages?

Posted by [EA-DamageEverything](#) on Wed, 21 Jun 2006 08:31:24 GMT

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I already followed the instructions "using SDK...".

When I load up the sourcecode, there are the scripts and the keyconfig project. So far so good. Clicking on "properties" also does show the correct output format= scripts.dll.

But there is no option to compile but I can build the scripts. I did that and it didn't want to work. It complains about this windows.h line in the aow.cpp again. Removing this line caused some other serious errors.

You may look at this logfile=

File Attachments

1) [BuildLog.htm](#), downloaded 409 times

Subject: Re: How can I translate these ingame Messages?

Posted by [reborn](#) on Wed, 21 Jun 2006 09:54:18 GMT

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EA-DamageEverything wrote on Wed, 21 June 2006 04:31 I already followed the instructions "using SDK...".

When I load up the sourcecode, there are the scripts and the keyconfig project. So far so good. Clicking on "properties" also does show the correct output format= scripts.dll.

But there is no option to compile but I can build the scripts. I did that and it didn't want to work. It complains about this windows.h line in the aow.cpp again. Removing this line caused some other serious errors.

You may look at this logfile=

If you post the sentences you are referring too, and what you would like them changed too, I will do it for you.

Subject: Re: How can I translate these ingame Messages?

Posted by [dead6re](#) on Wed, 21 Jun 2006 12:54:35 GMT

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Visual Studio .NET 2005 did NOT work to compile the scripts.dll. It seems the compiler isn't "backwards compatible"

Subject: Re: How can I translate these ingame Messages?

Posted by [Cat998](#) on Wed, 21 Jun 2006 13:07:22 GMT

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dead6re wrote on Wed, 21 June 2006 14:54 Visual Studio .NET 2005 did NOT work to compile the scripts.dll. It seems the compiler isn't "backwards compatible"

You are WRONG, it works fine.

You just need to install the Microsoft SDK correctly.

The windows.h file is part of it.

I don't have any problems with compiling the scripts with VC 2005.

Subject: Re: How can I translate these ingame Messages?
Posted by [EA-DamageEverything](#) on Wed, 21 Jun 2006 13:19:02 GMT
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The windows.h file is NOT included inside the ssaow sourcecode. I followed the instruction from MS how to get started with the P-SDK. I've set up those directories etc...

I had it running on XPprofessional. I additional installed the Platform SDK and the DirectX-SDK also. Like I wrote in the opening post, I'm not skilled in such things, it seems to get better configured before running well.

Subject: Re: How can I translate these ingame Messages?
Posted by [dead6re](#) on Wed, 21 Jun 2006 13:38:36 GMT
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I have all the tools needed VS2005 + SDK and yet once compiled the new scripts aren't registered and the filesize is over 1mb. And 2003 seems more efficient than 2005

Subject: Re: How can I translate these ingame Messages?
Posted by [Cat998](#) on Wed, 21 Jun 2006 15:31:51 GMT
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It's maybe because you compile them in Debug mode instead of Release mode.

Subject: Re: How can I translate these ingame Messages?
Posted by [Zion](#) on Wed, 21 Jun 2006 16:10:24 GMT
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Subject: Re: How can I translate these ingame Messages?
Posted by [ghost](#) on Wed, 21 Jun 2006 16:33:12 GMT
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Its fine as is.
