
Subject: string.tdb

Posted by [Stallion](#) on Tue, 10 Oct 2006 14:17:36 GMT

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I was wondering if anyone knew what is needed to edit the strings.tdb file.

Subject: Re: string.tdb

Posted by [Zion](#) on Tue, 10 Oct 2006 14:20:45 GMT

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Some Adobe program (forgot the name) or Commando Level Edit, or another program that can open .tdb file extensions.

Subject: Re: string.tdb

Posted by [jonwil](#) on Tue, 10 Oct 2006 16:12:07 GMT

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The only way to edit strings.tdb is to use leveledit and the built-in strings.tdb editor.

Thats not to say that some smart programmer couldnt build a stand-alone strings.tdb editor (the format itself is quite simple)

Subject: Re: string.tdb

Posted by [LR01](#) on Wed, 11 Oct 2006 15:09:33 GMT

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why would you want a program for that anyway, if you can use LE for it

Subject: Re: string.tdb

Posted by [Stallion](#) on Thu, 12 Oct 2006 18:56:57 GMT

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I tried to import the strings file but it won't load it and won't even load for that file type. What do I need to do to load it properly?

Subject: Re: string.tdb

Posted by [Zion](#) on Thu, 12 Oct 2006 21:01:58 GMT

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Strings > Edit Table

Look for that at the top of LE, it enables you to edit the whole table.

Subject: Re: string.tdb
Posted by [Stallion](#) on Fri, 13 Oct 2006 07:40:00 GMT
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Merovingian wrote on Thu, 12 October 2006 17:01Strings > Edit Table

Look for that at the top of LE, it enables you to edit the whole table.

I saw that and was able to change the table but how do get what I changed to save to a strings.tdb? (I tried just saving as strings.tdb and it crashed my levedit.)

Subject: Re: string.tdb
Posted by [Zion](#) on Fri, 13 Oct 2006 11:22:55 GMT
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It should be somewhere in your mod folder, have a look for it.

Subject: Re: string.tdb
Posted by [Sir Kane](#) on Sat, 14 Oct 2006 11:39:19 GMT
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LR01 wrote on Wed, 11 October 2006 10:09why would you want a program for that anyway, if you can use LE for it
Because said program beats the shit out of the LE internal strings editor.

Subject: Re: string.tdb
Posted by [Stallion](#) on Thu, 19 Oct 2006 01:32:12 GMT
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S.K., would editing the strings file in any way allow for the specialized radio commands or is there any other way to have the commands without having to use an objects file?

Subject: Re: string.tdb
Posted by [Zion](#) on Thu, 19 Oct 2006 07:29:01 GMT
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Stallion wrote on Thu, 19 October 2006 02:32S.K., would editing the strings file in any way allow for the specialized radio commands or is there any other way to have the commands without having to use an objects file?

Nope. You can't edit to change radio commands manually, you have to go through the objects.ddb file.

Subject: Re: string.tdb
Posted by [Stallion](#) on Fri, 20 Oct 2006 09:52:42 GMT
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that sucks. thanks anyway.
