
Subject: Translation_Overrides

Posted by [Xpert](#) on Fri, 06 Jul 2012 16:36:52 GMT

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This was in SSGM 2.0.2 but was never copied over to SSGM 4.0.

This is basically the translations for presets. Normally it would show things like "Repair Gun" and "Rocket Launcher" in your kill messages without it saying if it's weak or strong. The override will fix that.

This is for anyone who's interested in them.

Quote:

[Translation_Overrides]

```
; This section lets you override the translated name string used for certain presets when  
; outputting in kill strings and other things.
```

```
;
```

```
; EXAMPLE:
```

```
; CnC_GDI_MiniGunner_0=GDI Rifleman
```

```
mp_GDI_Barracks=GDI Barracks
```

```
mp_GDI_War_Factory=GDI Weapons Factory
```

```
mp_GDI_RepFac=GDI Repair Facility
```

```
mp_GDI_Repair_Facility=GDI Repair Facility
```

```
mp_GDI_Refinery=GDI Tiberium Refinery
```

```
mp_GDI_Power_Plant=GDI Power Plant
```

```
mp_GDI_Com_Center=GDI Communications Center
```

```
mp_Nod_Airstrip=Nod Airstrip
```

```
mp_Nod_RepFac=Nod Repair Facility
```

```
mp_Nod_Repair_Facility=Nod Repair Facility
```

```
mp_Nod_Refinery=Nod Tiberium Refinery
```

```
mp_Nod_Power_Plant=Nod Power Plant
```

```
mp_Nod_Com_Center=Nod Communications Center
```

```
mp_Hand_of_Nod=Hand of Nod
```

```
mp_GDI_Advanced_Guard_Tower=GDI Advanced Guard Tower
```

```
mp_GDI_Helipad=GDI Helipad
```

```
mp_Mutant_Lab=Mutant Lab
```

```
mp_Nod_Obelisk=Nod Obelisk
```

```
mp_Nod_Helipad=Nod Helipad
```

```
Nod_Obelisk=Nod Obelisk
```

```
GDI_Ceiling_Gun_AGT=GDI Advanced Guard Tower
```

```
GDI_AGT=GDI Advanced Guard Tower
```

```
Nod_Turret_MP=Nod Turret
```

```
Nod_Turret_MP_Improved=Nod Turret
```

```
Nod_Turret_MP_Super=Nod Turret(Super)
```

```
GDI_Guard_Tower=GDI Guard Tower
```

```
mp_Nod_Tiberium_Silo=Nod Tiberium Silo
```

```
mp_Nod_Silo=Nod Tiberium Silo
```

mp_GDI_Tiberium_Silo=GDI Tiberium Silo
mp_GDI_Silo=GDI Tiberium Silo
MP_Nod_ConstructionYard=Nod Construction Yard
MP_GDI_ConstructionYard=GDI Construction Yard
CnC_GDI_Engineer_0=GDI Engineer
CnC_GDI_Engineer_2SF=Hotwire
CnC_GDI_Grenadier_0=GDI Grenadier
CnC_GDI_Grenadier_2SF=Patch
CnC_Ignatio_Mobius=Mobius
CnC_Ignatio_Mobius_ALT2=Mobius
CnC_GDI_Minigunner_0=GDI Minigunner
CnC_GDI_Minigunner_1Off=GDI Officer
CnC_GDI_Minigunner_2SF=Deadeye
CnC_GDI_Minigunner_2SF_Logan=Logan
CnC_GDI_Minigunner_3Boss=Havoc
CnC_GDI_Minigunner_3Boss_ALT2=Havoc
CnC_GDI_Minigunner_3Boss_ALT3=Havoc
CnC_GDI_Minigunner_3Boss_ALT4=Havoc
CnC_GDI_RocketSoldier_0=GDI Shotgunner
CnC_GDI_RocketSoldier_1Off=GDI Rocket Soldier
CnC_GDI_RocketSoldier_2SF=Gunner
CnC_Sydney_PowerSuit=PIC Sydney
CnC_Sydney_PowerSuit_ALT2=PIC Sydney
CnC_Sydney_PowerSuit_Petrova=GDI Petrova
CnC_Sydney=Sydney
CnC_Nod_Engineer_0=Nod Engineer
CnC_Nod_FlameThrower_0=Nod Flamethrower
CnC_Nod_FlameThrower_1Off=Chemical Warrior
CnC_Nod_FlameThrower_2SF=Stealth Black Hand
CnC_Nod_FlameThrower_3Boss=Mendoza
CnC_Nod_FlameThrower_3Boss_ALT2=Mendoza
CnC_Nod_Minigunner_0=Nod Minigunner
CnC_Nod_Minigunner_1Off=Nod Officer
CnC_Nod_Minigunner_2SF=Black Hand Sniper
CnC_Nod_Minigunner_3Boss=Sakura
CnC_Nod_Minigunner_3Boss_ALT2=Sakura
CnC_Nod_RocketSoldier_0=Nod Shotgunner
CnC_Nod_RocketSoldier_1Off=Nod Rocket Soldier
CnC_Nod_RocketSoldier_2SF=Laser Chaingunner
CnC_Nod_RocketSoldier_3Boss=Raveshaw
CnC_Nod_RocketSoldier_3Boss_ALT2=Raveshaw
CnC_Nod_Technician_0=Technician
CnC_GDI_APC=GDI APC
GDI_APC_EXP2=GDI APC
GDI_APC2=GDI APC
CnC_GDI_Humm-vee=GDI Humm-vee
CnC_GDI_Humvee_2=GDI Humm-vee
CnC_GDI_Mammoth_Tank=GDI Mammoth Tank

CnC_GDI_Mammoth_Tank_Temp=GDI Mammoth Tank
Mammoth_Tank2=GDI Mammoth Tank
Jungle_Mammoth=GDI Mammoth Tank
CnC_GDI_Medium_Tank=GDI Medium Tank
CnC_GDI_Medium_Tank2=GDI Medium Tank
CnC_GDI_Medium_Tank_New=GDI Medium Tank
Original_Medium_Tank=GDI Medium Tank
Jungle_MediumTank=GDI Medium Tank
CnC_GDI_MRLS=GDI MRLS
CnC_GDI_MRLS_Reload=GDI MRLS
CnC_GDI_MRLS_2=GDI MRLS
Jungle_MRLS=GDI MRLS
CnC_GDI_Orca=GDI Orca
CnC_GDI_Transport=GDI Transport Helicopter
CnC_Civilian_Pickup01_Secret=Pickup Truck
CnC_Civilian_Sedan01_Secret=Sedan
CnC_Nod_Apache=Nod Apache
CnC_Nod_APC=Nod APC
CnC_Nod_APC_2=Nod APC
CnC_Nod_Buggy=Nod Buggy
Buggy2=Nod Buggy
FlameTank2=Nod Flame Tank
CnC_Nod_Flame_Tank=Nod Flame Tank
CnC_Nod_Flame_Tank_LowPt=Nod Flame Tank
CnC_Nod_Light_Tank=Nod Light Tank
CnC_Nod_Light_Tank_LowPt=Nod Light Tank
Light_Tank2=Nod Light Tank
LightTank_Urban=Nod Light Tank
LightTank_Jungle=Nod Light Tank
CnC_Nod_Mobile_Artillery=Nod Mobile Artillery
CnC_Nod_Mobile_Artillery_LowPt=Nod Mobile Artillery
Mobile_Arty2=Nod Mobile Artillery
CnC_Nod_Recon_Bike=Nod Recon Bike
CnC_StealthTank_2=Nod Stealth Tank
CnC_Nod_Stealth_Tank=Nod Stealth Tank
CnC_Nod_Stealth_Tank_LowPt="Nod Stealth Tank
CnC_Nod_Transport=Nod Transport Helicopter
Nod_Chameleon=Nod Chameleon
CnC_Nod_Harvester=Nod Harvester
CnC_GDI_Harvester=GDI Harvester
GDI_Harvester_Player=GDI Harvester
Nod_Harvester_Player=Nod Harvester
Weapon_AutoRifle_Player=Auto Rifle
Weapon_AutoRifle_Player_Nod=Auto Rifle
Weapon_Chaingun_Player=Chaingun
Weapon_Chaingun_Player_Nod=Chaingun
Weapon_ChemSprayer_Player=ChemSprayer
Weapon_Flamethrower_Player=Flamethrower

Weapon_GrenadeLauncher_Player=Grenade Launcher
Weapon_IonCannonBeacon_Player=Ion Cannon Beacon
Weapon_LaserChaingun_Player=Laser Chaingun
Weapon_LaserRifle_Player=Laser Rifle
Weapon_MineProximity_Player=Proximity C4
Weapon_MineRemote_Player=Remote C4
Weapon_MineTimed_Player=Timed C4
Weapon_NukeBeacon_Player=Nuclear Strike Beacon
Weapon_PersonallonCannon_Player=Personal Ion Cannon
Weapon_Pistol_Player=Pistol
Weapon_Railgun_Player=Railgun
Weapon_RamjetRifle_Player=Ramjet Rifle(Weak)
CnC_Weapon_RamjetRifle_Player=Ramjet Rifle(Strong)
Weapon_RepairGun_Player=Repair Gun(Weak)
CnC_Weapon_RepairGun_Player_Special=Repair Gun(Strong)
Weapon_RocketLauncher_Player=Rocket Launcher(Weak)
CnC_Weapon_RocketLauncher_Player=Rocket Launcher(Strong)
Weapon_Shotgun_Player=Shotgun
Weapon_SniperRifle_Player=Sniper Rifle(Weak)
Weapon_SniperRifle_Player_Nod=Sniper Rifle(Weak)
CnC_Weapon_SniperRifle_Player_Nod=Sniper Rifle(Strong)
CnC_Weapon_SniperRifle_Player=Sniper Rifle(Strong)
Weapon_TiberiumAutoRifle_Player=Tiberium Auto Rifle
Weapon_FlechetteGun_Player=Tiberium Flechette Gun
Weapon_TiberiumFlechetteGun_Player=Tiberium Flechette Gun
Weapon_VoltAutoRifle_Player=Volt Auto Rifle
Weapon_VoltAutoRifle_Player_Nod=Volt Auto Rifle
CnC_Weapon_MineRemote_Player_2Max=Remote C4
CnC_Weapon_MineRemote_Player_1Max=Remote C4
POW_Shotgun_Player=Shotgun
POW_Pistol_Player=Pistol
POW_AutoRifle_Player=Auto Rifle
POW_Flamethrower_Player=Flamethrower
POW_GrenadeLauncher_Player=Grenade Launcher
POW_RepairGun_Player=Repair Gun(Weak)
CnC_POW_MineRemote_02=Remote C4
POW_Chaingun_Player=Chaingun
POW_RocketLauncher_Player=Rocket Launcher(Weak)
POW_ChemSprayer_Player=ChemSprayer
POW_TiberiumAutoRifle_Player=Tiberium Auto Rifle
POW_SniperRifle_Player=Sniper Rifle
POW_LaserChaingun_Player=Laser Chaingun
POW_LaserRifle_Player=Laser Rifle
CnC_POW_RocketLauncher_Player=Rocket Launcher(Strong)
POW_TiberiumFlechetteGun_Player=Tiberium Flechette Gun
POW_PersonallonCannon_Player=Personal Ion Cannon
POW_Railgun_Player=Railgun
POW_RamjetRifle_Player=Ramjet Rifle

POW_VoltAutoRifle_Player=Volt Auto Rifle
CnC_Weapon_IonCannonBeacon_Player=Ion Cannon Beacon
CnC_Weapon_NukeBeacon_Player=Nuclear Strike Beacon
CnC_Weapon_MineTimed_Player_2Max=Timed C4
C4=Remote C4
CnC_POW_VoltAutoRifle_Player_Nod=Volt Auto Rifle
CnC_Weapon_MineTimed_Player=Timed C4
CnC_Weapon_MineRemote_Player=Remote C4
CnC_Weapon_Flamethrower_Player=Flamethrower
CnC_Weapon_ChemSprayer_Player=Chem Sprayer
MRLS_Titan=GDI MRLS
CnC_nrecon_titan=Nod Recon Bike
towhumvee=GDI TOW Humm-vee
Mobileart_titan=Nod Mobile Artillery
CnC_Nod_Recon_Bike_Temp=Nod Recon Bike
CnC_Nod_Flamethrower_0_Secret=Cook
CnC_Nod_FlameThrower_3Boss_Petrova=Nod Petrova
CnC_Nod_RocketSoldier_3Boss_Secret=Kane
CnC_GDI_Mutant_0_Mutant=GDI Mutant
CnC_Nod_Mutant_0_Mutant=Nod Mutant
CnC_GDI_Mutant_1Off_Acolyte=GDI Acolyte
CnC_Nod_Mutant_1Off_Acolyte=Nod Acolyte
CnC_GDI_Mutant_2SF_Templar=GDI Templar
CnC_Nod_Mutant_2SF_Templar=Nod Templar

Subject: Re: Translation_Overrides
Posted by [Ethenal](#) on Fri, 06 Jul 2012 17:02:30 GMT
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Wow, I totally did not notice that wasn't in ssgm.ini. Thanks!

Subject: Re: Translation_Overrides
Posted by [Xpert](#) on Sat, 07 Jul 2012 14:52:57 GMT
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Add these also

CnC_POW_IonCannonBeacon_Player=Ion Cannon Beacon
CnC_POW_Nuclear_Missile_Beacon=Nuclear Strike Beacon

This will fix the stupid _PURCHASE message when getting a beacon so it won't return "No String".
