
Subject: Two simple modding questions

Posted by [dead4ayear2](#) on Tue, 11 Mar 2003 01:28:56 GMT

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1) How do I change the menu background music (I wanna change it to "Name of the Game" by The Crystal Method)

2) How do I change the name of things. Like when I point my weapon at the wep fac it says "Weapons Factory".

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Posted by [laeubi](#) on Tue, 11 Mar 2003 06:16:34 GMT

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1. you must searchin for the name of the Soundfile in the always.dat and then simply put another file with the same nae into your Rengade Data folder
 2. Openup Commandoeditor, goto Strigs-> edit table when you are ready copy the strings.tdb out of the mod folder into your Rengade\Data
-

Subject: Two simple modding questions

Posted by [Captkurt](#) on Tue, 11 Mar 2003 07:58:59 GMT

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Open your level edit, go to the controller you want to work with, click on the mod button, then click on the settings tab, then scroll down till you see "TranslatedNameID" click on the little button on the right, then go to the enc tab. and find one that is not used by the game. Select it. One good one to use is the (IDS_Enc_Char_Animal_Cockroach_Name) then click OK twice.

Next go to the top bar of your level edit and find the strings button, then click on the edit tab. after that opens up, go to the ENC tab, and find the same line you did earlier. the (IDS_Enc_Char_Animal_Cockroach_Name)

Double click it. This will allow you to change the text that is printed on the in game window. On the line that says string; change the text you want it to be. The save your work, and recompile map package. And if it does not show up, shut down the level edit, and after bringing it back up. Do a re-compile of your map package, and then you should see the text of what you wanted. Good luck.

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Posted by [Sk8rRIMuk](#) on Tue, 11 Mar 2003 08:17:03 GMT

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LAeubi1. you must searchin for the name of the Soundfile in the always.dat and then simply put another file with the same nae into your Rengade Data folder

2. Openup Commandoeditor, goto Strigs-> edit table when you are ready copy the strings.tdb out of the mod folder into your Rengade\Data

The file to change the menu music is menu.mp3 thus just rename your mp3 to menu.mp3 and put it in your data folder...

I currently have Good Charlotte - Lifestyles of the rich and famous .

-Sk8rRIMuk

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Posted by [laeubi](#) on Tue, 11 Mar 2003 09:16:48 GMT

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But be careful, that only worked in a Mod!

If you wann change the names in the normal game, you have to change the applied names.
