
Subject: Aircraftkiller i need to ask you about Strings.tbd
Posted by [Laser2150](#) on Mon, 01 Sep 2003 19:30:53 GMT
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Dear Aircraftkiller,

I was hoping to be able to use your strings.tbd for my next map. However, theres more to it, i wish to change some things like the death message and some other things. i do not plan to change anything that would conflict with other maps. From my understanding you cannot export Strings.tbd with the mix. And i thought it would be easier if i could put my small changes into yours, that way avoiding any sort of proplems.
Simple list of the things i want to change.

Death message
Entering game message
Leaving game message

Please take the time to look at this, and thank you for listening.

Subject: Aircraftkiller i need to ask you about Strings.tbd
Posted by [ohmybad](#) on Mon, 01 Sep 2003 19:37:35 GMT
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AircraftkillerDue to large amounts of spam e-mails I've received lately, most of them being infected with viruses, I'm not able or willing to accept questions via e-mail anymore.

Lion set up a forum for me to work with, so you can visit there and ask me anything within my field of expertise.

<http://www.cncgames.com/forums/forumdisplay.php?s=&forumid=30>

I'll handle just about everything I can.

Subject: Aircraftkiller i need to ask you about Strings.tbd
Posted by [Vitaminous](#) on Mon, 01 Sep 2003 19:42:51 GMT
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ohmybadAircraftkillerDue to large amounts of spam e-mails I've received lately, most of them being infected with viruses, I'm not able or willing to accept questions via e-mail anymore.

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I'll handle just about everything I can.

He didn't asked via e-mail...

Subject: Aircraftkiller i need to ask you about Strings.tbd
Posted by [Aircraftkiller](#) on Mon, 01 Sep 2003 19:55:08 GMT
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No. Changing death messages and whatever else you had planned is not acceptable. That changes the way the game is perceived by others. It does not enable missing features of the game, nor does it do anything special. You can live without changing the strings file or you can release a package modification with the strings changed, instead.

Subject: Aircraftkiller i need to ask you about Strings.tbd
Posted by [maytridy](#) on Mon, 01 Sep 2003 21:23:18 GMT
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Helping the community again..... :rolleyes:

Quote:You can live without changing the strings file or you can release a package modification with the strings changed, instead.

Or he can just make his own strings file and put it with the mix. :rolleyes:

Subject: Aircraftkiller i need to ask you about Strings.tbd
Posted by [Laser2150](#) on Tue, 02 Sep 2003 00:40:27 GMT
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I think it would just be a optional download along with the map itself, this way only people who understand that they need to change strings.tbd if they want to play either map.

Subject: Aircraftkiller i need to ask you about Strings.tbd
Posted by [Deafwasp](#) on Tue, 02 Sep 2003 02:50:47 GMT
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[quote="maytridy"]Helping the community again..... :rolleyes:
quote]

Completely unecessary

Subject: Aircraftkiller i need to ask you about Strings.tbd
Posted by [xSeth2k2x](#) on Tue, 02 Sep 2003 02:58:25 GMT
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^^Delete it.....you deleted my post

Subject: Aircraftkiller i need to ask you about Strings.tbd
Posted by [Aircraftkiller](#) on Tue, 02 Sep 2003 09:19:15 GMT
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maytridyHelping the community again..... :rolleyes:

Quote:You can live without changing the strings file or you can release a package modification with the strings changed, instead.

Or he can just make his own strings file and put it with the mix. :rolleyes:

You realize it took me an entire day to get the missing features of Renegade working properly, and further modifications of it to perfect it? I don't want people fucking up my hard work.

Of course, you didn't know this, you just sat there and thought you could poke fun at what I've done. Ignorance is bliss, yes?

Subject: Aircraftkiller i need to ask you about Strings.tbd
Posted by [Sk8rRIMuk](#) on Tue, 02 Sep 2003 09:50:01 GMT
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AircraftkillerYou realize it took me an entire day to get the missing features of Renegade working properly, and further modifications of it to perfect it? I don't want people fucking up my hard work.

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ACK has a point about the missing features, and his hard work.....

If you feel so strongly why don't you ask Dante to put the version in with his custom scripts, that way it would almost be like a standard version and most people would have it, or alternatively put your newest version up as a single download on the a site (say cncden) and that could be treated as the standard strings file to use.

Just a thought .

Subject: Aircraftkiller i need to ask you about Strings.tbd
Posted by [General Havoc](#) on Tue, 02 Sep 2003 10:05:39 GMT

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The scripts.dll is also an optional file like the strings.tdb. Anyone is allowed to change them and distribute the files as they wish to do so and there are no restrictions on doing it.

There wouldn't be much point distributing the strings.tdb with the scripts.dll as no one needs to have the script.dll installed unless your running a server or making maps - considering installing the strings.tdb on the FDS won't help much. It's fine as it is with ACK's maps - it gets downloaded with lots of ACK's maps and people will download them more likely then downloading a seperate strings.tdb.

Also I think people should be allowed to add strings but not change original ones - unless faulty. I am considering adding 18 strings to do with CTF mode if I get a script written for it but that is not certain as I may get away with using the original ones if they work.

Subject: Aircraftkiller i need to ask you about Strings.tbd
Posted by [Titan1x77](#) on Tue, 02 Sep 2003 10:52:48 GMT

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ACK..no need to get frustrated over this....I for one know people arent going to use those strings when we use your maps and want the announcements you have worked onadding CTF sounds to your existing one would be a good idea...so that we can benifet from only using the same strings.tdb.

Besides Can't you edit the death scream on the character itself? by temping a new one?

Subject: Aircraftkiller i need to ask you about Strings.tbd
Posted by [General Havoc](#) on Tue, 02 Sep 2003 12:05:13 GMT

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Yeah but it's all N/A anyway as you won't hear it in game. Only the host hears it, which in the case of a FDS it isn't going to be heard by anyone. The CTF may be able to be done with current strings. Just need a script written that will enable them to be heard (we have the host only situation again until a script is written).

Subject: Aircraftkiller i need to ask you about Strings.tbd
Posted by [Deactivated](#) on Tue, 02 Sep 2003 13:47:00 GMT

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I once heard my stealth troop die with its own death voice in BeanyServ.

Subject: Aircraftkiller i need to ask you about Strings.tbd

Posted by [Laser2150](#) on Tue, 02 Sep 2003 20:23:18 GMT

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I here character deaths Rarely in MP. i understand that ack put hard work into it and i respect him for it. This was nothing more then a request to alter his, which wouldn't effect anygameplay.

At this time i see how he is right and i appected this answer.

I think ill release my strings as another option, snice they are not required. Ill also warn them about string.tbd conflicts.

Subject: Aircraftkiller i need to ask you about Strings.tbd

Posted by [maytridy](#) on Tue, 02 Sep 2003 22:43:02 GMT

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AircraftkillermaytridyHelping the community again..... :rolleyes:

Quote:You can live without changing the strings file or you can release a package modification with the strings changed, instead.

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Of course, you didn't know this, you just sat there and thought you could poke fun at what I've done. Ignorance is bliss, yes?

I realize how long it took you, but how hard is it for you to say "yes"? He's not going to "fuck it up", all he's gonna do is add some things. You bitch and whine all day about you're the only one to do this community any good, but you won't even let another modder add to your work, so people can enjoy the stuff you did on more than just your maps. Sounds like ignorance and selfishness to me. :rolleyes:

Subject: Aircraftkiller i need to ask you about Strings.tbd

Posted by [Aircraftkiller](#) on Tue, 02 Sep 2003 23:16:00 GMT

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I don't want people adding to my work, because that's what it is - IT'S MY WORK. Not yours. Not his. Not anyone else's. Mine.

I know what everything added to that strings file will do. A largely unknown person trying to distribute a strings.tbd file will fuck up the changes I've made due to version conflicts.

So yeah, there's ignorance and selfishness for you. Maybe when you actually make something of yourself and get to the position I'm in, you'll understand what it's like to see people inadvertently

destroying the work you've done for over a year.

You overuse the rolling eyes graemlin, too - try writing without it for once. Every post you make doesn't need that after it.

Subject: Aircraftkiller i need to ask you about Strings.tbd
Posted by [Nightma12](#) on Wed, 03 Sep 2003 09:43:49 GMT
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ACK just add his strings to your next V of strings.tbd :rolleyes:

Subject: Aircraftkiller i need to ask you about Strings.tbd
Posted by [Laser2150](#) on Wed, 03 Sep 2003 20:23:34 GMT
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nah, its that big of a deal. He's allowed to have his own strings.dbd!
he's worked hard on it, and if he wants it this way, he can.

ACK snice your a mod, by request of Poster (me) can you lock this thread? it has served its purpose and doesn't need to be on the page anymore.

thank you.
