
Subject: Help screen

Posted by [Deafwasp](#) on Wed, 03 Sep 2003 21:34:33 GMT

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Ok, you know how when you are playing, you hit esc, and it goes to a screen with a bunch of tips? Well is there text on that screen or is there just images with text on it?

Im wondering if it could be done that if you include modified images of that screen that you could get it in .mix format and it will work. Like lets say you put a map on that screen and maybe some hints on it?

I kinda am trying to make a objective map, where depending on what side your on it will display your objectives and where on the map they are.

Anybody understand what I'm saying?

Subject: Re: Help screen

Posted by [Halo38](#) on Wed, 03 Sep 2003 21:43:14 GMT

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DeafwaspOk, you know how when you are playing, you hit esc, and it goes to a screen with a bunch of tips? Well is there text on that screen or is there just images with text on it?

It's text, i'm guessing you'll find the entries in the strings.tba

Subject: Help screen

Posted by [General Havoc](#) on Wed, 03 Sep 2003 21:44:29 GMT

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Yeah - you need to have a PKG format map though. If you look at the other post about loading screens you will see that the quote i did in the code section also contains the "ESC screen" tips. You can identify them by looking for the duplicate number. It will have something like "hint03" and then "hint03" again later down, which are the "ESC screen" tips.

To change the text find the string that is referenced in the camapign.ini (Also that block of text I quoted) and then find that string. It will begin with "IDS_". Either edit them or replace them but you need to have a PKG format map.
