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Subject: Re: Quick Question

Posted by [Areilius](#) on Thu, 09 Feb 2006 01:05:32 GMT

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I got the old text back by replacing strings.tdb in the data directory with the strings.tdb in always.dat.

I dont know much about modding or how renegade works so doing this might set your computer on fire. Well it worked for me.

If you want to CHANGE the text, open Leveledit,  
create some mod package like "test",  
go to Strings>Edit Table,  
Click the "LOAD" tab,  
and edit the things you want (see pic).

THEN, copy the strings.tdb out of the mod package's directory (for me it was C:\Program Files\RenegadePublicTools\LevelEdit\test\ALWAYS\TranslationD B\strings.tdb)  
and paste in your data directory (overwrite old one).

I just re-tested both methods and they worked for me...  
Someone correct me if i'm wrong.

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## File Attachments

1) [strings.jpg](#), downloaded 666 times

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