Subject: Re: How can I translate these ingame Messages?
Posted by EA-DamageEverything on Tue, 23 May 2006 08:39:14 GMT

Translating them into another language, right.

Inside the zip files of the scripts, there are expanded script files, can I use them instead of the DLLs in the main dir? i mean I should edit the cpp etc the same way like text files.

I don't know how to edit DLLs, what do I need? I read something of MS Visual Studio -I don't have this.