

---

Subject: Changing Team Names  
Posted by [seraphim](#) on Mon, 08 May 2006 10:14:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hullo,

I am making a Modded map for renegade, and i want to change the team names, so how would i go about doing this? do i do it in commando level edit or what?

thanks for the help

---

---

Subject: Re: Changing Team Names  
Posted by [Ma1kel](#) on Mon, 08 May 2006 14:36:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

From what I know it's done with the strings.tdb file. You can edit it inside LevelEdit, but you can't use it for a map, only for your client or a mod. I know no other ways to edit the names of the teams so from what I know you are unable to edit the names.

---

---

Subject: Re: Changing Team Names  
Posted by [seraphim](#) on Tue, 09 May 2006 01:34:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i know hwo to edit the strings.tdb and how to remove it from the map and install it for the client, its just i dont know where abouts in there in the strings.tdb is the team names, so if some one can a the lines its on, so i can look for that line, then ill beable to do it, cause ive searched threw it all, and relaced the names nod and gdi, every where, where i have seen them, but its not working. so maybe ive missed something. so can someone please explain, where it is. thanks.

---

---

Subject: Re: Changing Team Names  
Posted by [dudley](#) on Tue, 09 May 2006 01:54:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

the strings.tdb contains ANY written word

what 'GDI' and 'Nod' do you want to change exactly?

---

---

Subject: Re: Changing Team Names  
Posted by [seraphim](#) on Tue, 09 May 2006 08:57:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i want it to change the Ingame team names to Axis and Allies (so when ur ingame it will say axis

---

and allies instead of Nod/Gdi), Its for the Axis and Allies mod a friend of mine and i are making. but i just havnt a bit of trouble finding the team names.

---

---

Subject: Re: Changing Team Names  
Posted by [KimoSabe7](#) on Tue, 09 May 2006 19:16:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

mine is changed i forget how i know its strings.tdb or whatever i just don't remember where but i'll try and look for it

---

---

Subject: Re: Changing Team Names  
Posted by [Ma1kel](#) on Tue, 09 May 2006 20:41:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Just go through the Strings.TDB and change "GDI" and "Nod" just as long untill you find the right ones.

---

---

Subject: Re: Changing Team Names  
Posted by [dudley](#) on Tue, 09 May 2006 21:15:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i think the ingame strings for your purpose are under the point general or multi

---

---

Subject: Re: Changing Team Names  
Posted by [KimoSabe7](#) on Tue, 09 May 2006 21:55:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

here is where it is changed

---

Free File Hosting at Bolt

---

---

Subject: Re: Changing Team Names  
Posted by [dudley](#) on Wed, 10 May 2006 23:05:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

editing the strings with wordpad might fuck it up  
LevelEdit makes it easier and doesnt kill that file

---

---

Subject: Re: Changing Team Names  
Posted by [KimoSabe7](#) on Thu, 11 May 2006 01:51:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

lol i didnt do mine HTgunny did ...where do i get level edit or what ever i want to fix mine aswell =[

---

Subject: Re: Changing Team Names  
Posted by [Ma1kel](#) on Thu, 11 May 2006 20:59:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You just said you where making a modded map, how the hell can you make one without LevelEdit? If you have LevelEdit follow this tutorial to edit the strings.tdb with it.

---

Subject: Re: Changing Team Names  
Posted by [Tunaman](#) on Fri, 12 May 2006 05:26:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ma1kel wrote on Thu, 11 May 2006 16:59 You just said you where making a modded map, how the hell can you make one without LevelEdit? If you have LevelEdit follow this tutorial to edit the strings.tdb with it.  
Nismo != seraphim..

I've tried to edit the strings myself using a hex editor to no avail as well.. I have no clue why it doesn't work.. I'll go try LE now, I didn't know you could do it with that.

---

Subject: Re: Changing Team Names  
Posted by [KimoSabe7](#) on Fri, 12 May 2006 17:10:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

"Nismo != seraphim.." wtf that mean lmao .. i used LE and i got it to work perfektly!

#### File Attachments

1) [hahahawatcomeback.jpg](#), downloaded 531 times

---



# Axis Wins

by high score after time limit expired.

Axis: 7309

WannaBe: jinx ^ 2

Allied: 5599

Game Time: 30:0

| Rank | Name      | Score | Kills | Ladder | Rank | Name      | Score | Kills | Ladder |
|------|-----------|-------|-------|--------|------|-----------|-------|-------|--------|
| 1    | ★ jinx    | 2102  | 42    | 21     | 7    | SupaSizzz | 0     | 0     | 0      |
| 2    | Mc705     | 1191  | 25    | 10     | 9    | als2001   | 1361  | 29    | -1     |
| 3    | Paine069  | 1134  | 23    | 6      | 10   | Drk       | 838   | 18    | -1     |
| 4    | HurleySrf | 1079  | 21    | 4      | 11   | helper25  | 299   | 7     | -2     |
| 5    | slick8908 | 963   | 19    | 2      |      | micob36   | 317   | 5     | -4     |
| 6    | owntnoob  | 33    | 1     | 0      | 13   | Fr0chin   | 212   | 4     | -4     |
| 8    | KoQGohan  | 0     | 0     | 0      |      |           |       |       |        |

Quit

Next map:C&C\_Islands

Subject: Re: Changing Team Names

Posted by [Tunaman](#) on Fri, 12 May 2006 22:31:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

KimoSabe7 wrote on Fri, 12 May 2006 13:10"Nismo != seraphim.." wtf that mean lmao .. i used LE and i got it to work perfektly!

That means that you aren't the same guy as seraphim.. lol

I got it to work perfectly too. Thanks Ma!