

STRINGTABLE EXPLAINED

1. Overview

a) Definition

Stringtable is a text file (csv format) that OFP uses to localize in-game text.

b) Location and name

Main stringtable – in 'bin' directory of game/modfolder (e.g.: '\res\bin', '\finmod\bin')

Mission / addon stringtable – in root directory of mission / addon.

Correct filename is 'stringtable.csv' (case not sensitive).

c) Loading

Main stringtable is loaded when you're launching the game. By default from '\res\bin' or from the last modfolder containing it. For example:

```
flashpointresistance.exe -mod=ffur -mod=finmod //game will load from 'finmod\bin'
```

Addon stringtable – after launching the game.

Mission stringtable – after selecting the mission.

2. Syntax

a) Structure

String names	String values	
↓	↓	↓
Language,	English,	Finnish
STR_PRIVATE,	Private,	Sotamies
STR_CORPORAL,	Corporal,	Korpraali

Each line represents one string in different language versions.
Comma ends the column and starts a new one.

b) Language

Stringtable must have Language word in first column and row. Any text before it is ignored.

```
Stringtable by Adam Smith
Language,English,Finnish
STR_PRIVATE,Private,Sotamies
```

If the selected language does not exist in stringtable, game selects strings from the second column (first language is default).

Language values are not case sensitive (English and english are the same).

c) Rules both for string names and language values

- 1) Any name can be used (there is an exception, see section 3-d on page 4).

```
$&%^&*^&*
What's up?
h
```

- 2) Priority

If there are two identical string names - only the first one is used.

```
STRING,This will work
STRING,This won't
```

d) Rules for string names

- 1) Case sensitive.

These are two different strings:

```
STRING,Ready
String,Roger
```

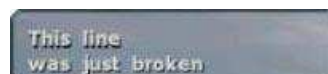
- 2) 'Comment' are ignored (case not sensitive).

```
COMMENT,This is ignored
```

e) Rule for string values

- 1) To break the line use \n.

```
STRING,This line\nwas just broken
```



This line
was just broken

f) Rules for every cell

- 1) Leading space is ignored but trailing space isn't.

```
STR_PRIVATE, Private ,
```



- 2) Tabs are treated as a single spaces.

- 3) Blockquote.

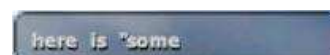
Allows to display commas.

```
STRING,"some, text"
```



Works only if the value starts with the quote.

```
STRING,here is "some, text"
```



Use double quotation to display quotation marks.

```
STRING,"here is ""some, text"" that I use"
```



Quote ends the value but not the cell.

```
STRING,"some, text" ignored, new cell
```



Spaces aren't ignored.

```
STRING," some text"
```



New line is treated as double spacing.

```
STRING, "some  
text"
```



Blockquote once opened, will include all text until it's closed.

- 4) Each cell should end with the 'end of value' indicator (thanks to Pulverizer for info).

It could be a comma, new line or quotation mark.

stringtable - No	stringtable - No	stringtable - No
Plik	Edycja	Forma
Language,English	A,b,	
Language,English	A,b	
Language,English	A,"b"	

3. Usage

a) Errors

If any error occurs (e.g. string name doesn't exist) game will return empty string. To test you can use:

```
? Localize "WRONG_NAME" == "" : hint "String doesn't exist"
```

b) Priority

OFP looks for string in the order listed below:

- 1) mission stringtable,
- 2) main stringtable,
- 3) addons stringtables (in alphabetical order).

You can't replace strings from main stringtable in mission stringtable, **except** those which name start with `STR_CFG`.

```
STR_CFG_GRPNames_ALPHA, A-Team
```

c) Usage in scripting

`Localize` command looks for selected string in stringtable. You may combine it with any other command that operates on a string, e.g.:

```
Hint Localize "STR_PRIVATE"  
a = Localize {STR_PRIVATE}  
Player addAction [Localize "ANTHEM", Localize "ANTHEM_SCRIPT"]  
Hint Format [Localize "STRING", 100, _var]
```

d) Usage in mission editor, description and configuration files

Syntax:

```
@<string name> or $<string name>
```

It's not required to take expression into quote.

For \$, string name **must** start with capital letters `STR`. Otherwise it's treated as the string value itself:

```
Mission: $name
```

Usage in mission editor:

Syntax		Field	Default value
\$	@	Intel briefing name	first part of the directory name
\$		Intel briefing description	empty
\$	@	Trigger text	empty
\$	@	Waypoint description	@: empty \$: Waypoint type
\$	@	Trigger / Waypoint effects titles	empty
\$	@	Marker text	empty

Usage in 'description.ext', 'config.cpp' and 'mission.sqm':

Only \$ are allowed (except for properties listed in the table above).

You may use it with any property which argument is a string. Examples:

```
onLoadMission = $STR_MESSAGE      displayName = $STR_DN_HMMV
titleParam1 = $STR_TEXT5          model = $STR_ADDON_MODEL
```

Note about *cpp*, *ext*, *sqm* syntax: each property should end with a semi-colon or with a new line.

```
side=$STR_SIDE                    or   side=$STR_SIDE; vehicle=$STR_VEHICLE
vehicle=$STR_VEHICLE
```

What is the difference between \$ and @ ?

- 1) When you open mission in editor **all** \$ are replaced with value they represent. Strings starting with @ aren't changed.
- 2) In *marker text* field, @ are localized immediately **in editor**. However \$ are not.

```
STRMARK, Target
```



Of course they're normally localized in the game.