

# 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
```

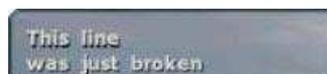
- 2) 'Comment' are ignored (case not sensitive).

```
COMMENT,This is ignored
```

## e) Rule for string values

- 1) To break the line use `\n`.

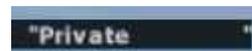
```
STRING,This line\nwas just broken
```



## 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.

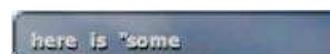
Allows to display commas.

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



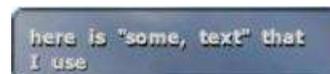
Works only if the value starts with the quote.

```
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	Language,English	Language,English
A,b,	A,b	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
```

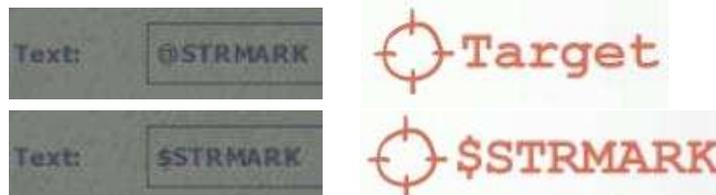
Note about *cpp*, *ext*, *sqm* syntax: each property should end with a semi-colon or with a new line.

```
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.