

**File Names**

dialog\_affirmative1  
dialog\_affirmative2  
dialog\_affirmative3  
dialog\_affirmative4  
dialog\_affirmative5  
dialog\_affirmative6  
dialog\_negative1  
dialog\_negative2  
dialog\_CANNOT\_reach  
dialog\_CANNOT\_reach\_target  
dialog\_CANNOT\_reach\_place  
dialog\_CANNOT\_reach\_fire  
dialog\_CANNOT\_reach\_leak  
dialog\_CANNOT\_reach\_patient  
dialog\_reactor\_fuel  
dialog\_reactor\_taken1  
dialog\_reactor\_taken2  
dialog\_reactor\_taken3  
dialog\_cant\_find\_controller1  
dialog\_cant\_find\_controller2  
dialog\_load\_turret  
dialog\_fire\_turret1  
dialog\_fire\_turret2  
dialog\_turret\_target\_dead1  
dialog\_turret\_target\_dead2  
dialog\_turret\_target\_dead3  
dialog\_turret\_target\_dead4  
dialog\_charge\_batteries1  
dialog\_charge\_batteries2  
dialog\_no\_batteries1  
dialog\_no\_batteries2  
dialog\_no\_batteries3  
dialog\_stop\_charging\_batteries  
dialog\_leak\_fixed1  
dialog\_leak\_fixed2  
dialog\_leaks\_fixed1  
dialog\_leaks\_fixed2  
dialog\_item\_repaired1  
dialog\_item\_repaired2  
dialog\_item\_repaired3  
dialog\_get\_diving\_gear1  
dialog\_get\_diving\_gear2  
dialog\_get\_oxygen\_tank1

English

dialog\_get\_oxygen\_tank2  
dialog\_get\_oxygen\_tank3  
dialog\_get\_oxygen\_tank4  
dialog\_low\_oxygen1  
dialog\_low\_oxygen2  
dialog\_low\_oxygen3  
dialog\_bleeding1  
dialog\_bleeding2  
dialog\_bleeding3  
dialog\_pressure1  
dialog\_pressure2  
dialog\_pressure3  
dialog\_find\_extinguisher1  
dialog\_find\_extinguisher2  
dialog\_find\_extinguisher3  
Dialog\_put\_out\_fire1  
dialog\_put\_out\_fire2  
dialog\_no\_fire1  
dialog\_no\_fire2  
dialog\_no\_fire3  
dialog\_steering\_taken1  
dialog\_steering\_taken2  
dialog\_steering\_taken3  
dialog\_sonar\_target1  
dialog\_sonar\_target2  
dialog\_sonar\_target3  
dialog\_sonar\_target4  
dialog\_sonar\_target\_large1  
dialog\_sonar\_target\_large2  
dialog\_sonar\_target\_large3  
dialog\_sonar\_target\_multiple1  
dialog\_sonar\_target\_multiple2  
dialog\_found\_unconscious\_target1  
dialog\_found\_unconscious\_target2  
dialog\_list\_required\_treatments1  
dialog\_list\_required\_treatments2  
dialog\_required\_treatment\_options\_first  
dialog\_required\_treatment\_options\_last  
dialog\_target\_healed1  
dialog\_target\_healed2  
dialog\_target\_resuscitated1  
dialog\_target\_resuscitated2  
dialog\_ignore\_minor\_injuries1  
dialog\_ignore\_minor\_injuries2

## English

dialog\_cannot\_repair  
dialog\_enemy\_down1  
dialog\_enemy\_down2  
dialog\_no\_repair\_targets1  
dialog\_no\_repair\_targets2  
dialog\_no\_pumps1  
dialog\_no\_pumps2  
dialog\_no\_enemies1  
dialog\_no\_enemies2  
dialog\_no\_leaks1  
dialog\_no\_leaks2  
dialog\_found\_wounded\_target1  
dialog\_found\_wounded\_target2  
dialog\_no\_rescue\_targets1  
dialog\_no\_rescue\_targets2  
dialog\_cannot\_load\_turret  
dialog\_cant\_upgrade  
dialog\_upgrade\_purchased  
dialog\_heard\_enemy1  
dialog\_heard\_enemy2  
dialog\_heard\_enemy3  
dialog\_attacked\_by\_friendly1  
dialog\_attacked\_by\_friendly2  
dialog\_attacked\_by\_friendly3  
dialog\_attacked\_by\_friendly4  
dialog\_attacked\_by\_friendly5  
dialog\_attacked\_by\_friendly6  
dialog\_attacked\_by\_friendly7  
dialog\_enter\_outpost\_warning1  
dialog\_enter\_outpost\_warning2  
dialog\_stole\_warning1  
dialog\_stole\_warning2  
dialog\_stole\_warning3  
dialog\_target\_down1  
dialog\_target\_down2  
dialog\_target\_down3  
dialog\_target\_arrested  
dialog\_attacked\_by\_friendly\_security\_respon  
dialog\_attacked\_by\_friendly\_security\_respon  
dialog\_attacked\_by\_friendly\_security\_respon  
dialog\_attacked\_by\_friendly\_security\_respon  
dialog\_attacked\_by\_friendly\_security\_respon  
dialog\_attacked\_by\_friendl\_ysecurity\_arrest  
dialog\_attacked\_by\_friendl\_ysecurity\_arrest

English

dialog\_attacked\_by\_friendly\_security\_arrest  
dialog\_attacked\_by\_friendly\_security\_arrest  
dialog\_attacked\_by\_friendly\_security\_arrest  
dialog\_attacked\_by\_friendly\_security\_arrest  
dialog\_attacked\_by\_friendly\_security\_arrest  
dialog\_cannot\_find\_required\_item\_to\_repair1  
dialog\_cannot\_find\_required\_item\_to\_repair2  
dialog\_cannot\_find\_fire\_extinguisher1  
dialog\_cannot\_find\_fire\_extinguisher2  
dialog\_cannot\_find\_welding\_equipment1  
dialog\_cannot\_find\_welding\_equipment2  
dialog\_damage\_walls\_warning1  
dialog\_damage\_walls\_warning2  
dialog\_damage\_wall\_swarning3  
dialog\_identified\_target\_spotted1  
dialog\_identified\_target\_spotted2  
dialog\_identified\_target\_spotted3  
dialog\_identified\_target\_spotted4  
dialog\_unidentified\_target\_spotted1  
dialog\_unidentified\_target\_spotted2  
dialog\_new\_target\_spotted1  
dialog\_new\_target\_spotted2  
dialog\_ice\_spire\_spotted1  
dialog\_ice\_spire\_spotted2  
dialog\_ice\_spire\_spotted3  
dialog\_ice\_spire\_spotted\_sonar1  
dialog\_ice\_spire\_spotted\_sonar2  
dialog\_cannot\_treat\_patient1  
dialog\_cannot\_treat\_patient2  
dialog\_cant\_findt\_oxygen  
dialog\_swapping\_oxygen\_tank  
dialog\_low\_on\_welding\_fuel  
dialog\_low\_on\_oxygen\_tanks  
dialog\_low\_on\_coilgun\_ammo  
dialog\_low\_on\_railgun\_ammo  
dialog\_low\_on\_turret\_ammo  
dialog\_low\_on\_fuel\_rods  
dialog\_out\_of\_welding\_fuel  
dialog\_out\_of\_oxygen\_tanks  
dialog\_out\_of\_coilgun\_ammo  
dialog\_out\_of\_railgun\_ammo  
dialog\_out\_of\_turret\_ammo  
dialog\_out\_of\_fuel\_rods  
dialog\_cannot\_find\_loadable1  
dialog\_cannot\_find\_loadable2

English

dialog\_CANNOT\_FIND\_loadable\_battery\_cells1  
dialog\_CANNOT\_FIND\_loadable\_battery\_cells2  
dialog\_CANNOT\_FIND\_loadable\_oxygen\_tanks1  
dialog\_CANNOT\_FIND\_loadable\_oxygen\_tanks2  
dialog\_CANNOT\_FIND\_loadable\_turret\_ammo1  
dialog\_CANNOT\_FIND\_loadable\_turret\_ammo2  
dialog\_LAST\_oxygen\_tank1  
dialog\_LAST\_oxygen\_tank2  
dialog\_LAST\_oxygen\_tank3  
dialog\_CANNOT\_FIND\_item  
dialog\_COMBAT\_no\_weapons1  
dialog\_COMBAT\_no\_weapons2  
dialog\_COMBAT\_retreating1  
dialog\_COMBAT\_retreating2  
dialog\_COMBAT\_retreating3  
dialog\_COMBAT\_retreating4  
dialog\_COMBAT\_retreating5  
dialog\_COMBAT\_retreating6  
dialog\_CANNOT\_return1  
dialog\_CANNOT\_return2  
dialog\_TURRET\_has\_no\_power1  
dialog\_TURRET\_has\_no\_power2  
dialog\_TURRET\_has\_no\_power3  
dialog\_SUPERCAPACITOR\_is\_broken1  
dialog\_SUPERCAPACITOR\_is\_broken2  
dialog\_SUPERCAPACITOR\_is\_broken3  
dialog\_SUPERCAPACITOR\_is\_broken4  
dialog.REACTOR\_is\_broken1  
dialog.REACTOR\_is\_broken2  
dialog.REACTOR\_is\_broken3  
dialog.REACTOR\_is\_broken4  
dialog\_NAVTERMINAL\_is\_broken1  
dialog\_NAVTERMINAL\_is\_broken2  
dialog\_NAVTERMINAL\_is\_broken3  
dialog\_NAVTERMINAL\_is\_broken4  
dialog.MENTAL\_STATE\_confused1  
dialog.MENTAL\_STATE\_confused2  
dialog.MENTAL\_STATE\_confused3  
dialog.MENTAL\_STATE\_confused4  
dialog.MENTAL\_STATE\_afraid1  
dialog.MENTAL\_STATE\_afraid2  
dialog.MENTAL\_STATE\_afraid3  
dialog.MENTAL\_STATE\_afraid4

English

dialog\_mental\_state\_desperate1  
dialog\_mental\_state\_desperate2  
dialog\_mental\_state\_desperate3  
dialog\_mental\_state\_desperate4  
dialog\_mental\_state\_berserk1  
dialog\_mental\_state\_berserk2  
dialog\_mental\_state\_berserk3  
dialog\_mental\_state\_berserk4  
dialog\_mental\_state\_reaction\_retreat1  
dialog\_mental\_state\_reaction\_retreat2  
dialog\_mental\_state\_reaction\_retreat3  
dialog\_mental\_state\_reaction\_retreat4  
dialog\_mental\_state\_reaction\_defensive1  
dialog\_mental\_state\_reaction\_defensive2  
dialog\_mental\_state\_reaction\_defensive3  
dialog\_mental\_state\_reaction\_defensive4  
dialog\_mental\_state\_reaction\_arrest1  
dialog\_mental\_state\_reaction\_arrest2  
dialog\_mental\_state\_reaction\_arrest3  
dialog\_mental\_state\_reaction\_arrest4  
dialog\_mental\_state\_reaction\_offensive1  
dialog\_mental\_state\_reaction\_offensive2  
dialog\_mental\_state\_reaction\_offensive3  
dialog\_mental\_state\_reaction\_offensive4  
dialog\_terrorist\_announce1  
dialog\_terrorist\_announce2  
dialog\_terrorist\_announce3  
dialog\_terrorist\_announce4  
dialog\_terrorist\_announce5  
dialog\_terrorist\_announce6  
dialog\_terrorist\_announce7  
dialog\_out\_of\_chaingun\_ammo  
dialog\_out\_of\_pulselaser\_ammo  
dialog\_low\_on\_chaingun\_ammo  
dialog\_low\_on\_pulselaser\_ammo  
dialog\_husk\_dormant1  
dialog\_husk\_dormant2  
dialog\_husk\_dormant3  
dialog\_husk\_cant\_speak  
dialog\_insufficient\_pressure\_protection1  
dialog\_insufficient\_pressure\_protection2

English

dialog\_insufficient\_pressure\_protection3  
dialog\_cannot\_treat\_self  
dialog\_low\_rep\_campaign\_interaction1  
dialog\_low\_rep\_campaign\_interaction2  
dialog\_low\_rep\_campaign\_interaction3  
dialog\_low\_rep\_campaign\_interaction4  
dialog\_refuse\_dragging1  
dialog\_refuse\_dragging2  
dialog\_refuse\_dragging3  
dialog\_check\_stolen\_items1  
dialog\_check\_stolen\_items2  
dialog\_check\_stolen\_items3  
dialog\_check\_stolen\_items\_no\_stolen\_items1  
dialog\_check\_stolen\_items\_no\_stolen\_items2  
dialog\_check\_stolen\_items\_no\_stolen\_items3  
dialog\_check\_stolen\_items\_warn1  
dialog\_check\_stolen\_items\_warn2  
dialog\_check\_stolen\_items\_warn3  
dialog\_check\_stolen\_items\_arrest1  
dialog\_check\_stolen\_items\_arrest2  
dialog\_check\_stolen\_items\_comply1  
dialog\_check\_stolen\_items\_comply2  
dialog\_arrest\_first\_warning1  
dialog\_arrest\_first\_warning2  
dialog\_arrest\_first\_warning3  
dialog\_arrest\_last\_warning1  
dialog\_arrest\_last\_warning2  
dialog\_arrest\_last\_warning3  
dialog\_check\_stolen\_items\_criminal1  
dialog\_check\_stolen\_items\_criminal2  
dialog\_check\_stolen\_items\_arrest\_criminal  
dialog\_check\_stolen\_items\_no\_stolen\_items\_c  
dialog\_check\_stolen\_items\_no\_stolen\_items\_c  
criminal3  
dialog\_check\_stolen\_items\_hold\_still1  
dialog\_check\_stolen\_items\_hold\_still2  
dialog\_check\_stolen\_item\_shold\_still3  
dialog\_exosuit\_refuel1  
dialog\_exosuit\_refuel2  
dialog\_exosuit\_out\_of\_fuel1  
dialog\_exosuit\_out\_offuel2

## English

dialog\_exosuit\_out\_of\_fuel3  
orderdialog\_follow  
orderdialogself\_follow  
orderdialog\_wait1  
orderdialog\_wait2  
orderdialogself\_wait  
orderdialog\_dismissed  
orderdialog\_operate\_reactor1  
orderdialog\_operate\_reactor2  
orderdialogself\_operate\_reactor1  
orderdialogself\_operate\_reactor2  
orderdialog\_operate\_reactor\_power\_up  
orderdialogself\_operate\_reactor\_power\_up  
orderdialog\_operate\_reactor\_shut\_down  
orderdialogself\_operate\_reactor\_shut\_down  
orderdialog\_operate\_weapons1  
orderdialog\_operate\_weapons2  
orderdialog\_operate\_weapons3  
orderdialogself.operate\_weapons  
orderdialog\_operate\_weapons\_fire\_at\_will  
orderdialogself\_operate\_weapons\_fire\_at\_wil  
orderdialog\_operate\_weapons\_hold\_fire  
orderdialogself\_operate\_weapons\_hold\_fire  
orderdialog\_steer1  
orderdialog\_steer2  
orderdialogself\_steer1  
orderdialogself\_steer2  
orderdialog\_steer\_maintain\_position1  
orderdialog\_steer\_maintain\_position2  
orderdialogself\_steer\_maintain\_position  
orderdialog\_steer\_navigate\_back  
orderdialogself\_steer\_navigate\_back  
orderdialog\_steer\_navigate\_to\_destination1  
orderdialog\_steer\_navigate\_to\_destination2  
orderdialog\_steer\_navigate\_to\_destination3  
orderdialogself\_steer\_navigate\_to\_destinati  
orderdialog\_fix\_leaks1  
orderdialog\_fix\_leaks2  
orderdialogself\_fix\_leaks  
orderdialog\_extinguish\_fires  
orderdialogself\_extinguish\_fires  
orderdialog\_charge\_batteries

## English

orderdialogself\_charge\_batteries  
orderdialog\_charge\_batteries\_charge1  
orderdialog\_charge\_batteries\_charge2  
orderdialogself\_charge\_batteries\_charge  
orderdialog\_charge\_batteries\_stop\_charging  
orderdialogself\_charge\_batteries\_stop\_charge  
orderdialog\_pump\_water  
orderdialogself\_pump\_water  
orderdialog\_pump\_water\_pump\_out  
orderdialogself\_pump\_water\_pump\_out  
orderdialog\_pump\_water\_stop\_pumping1  
orderdialog\_pump\_water\_stop\_pumping2  
orderdialogself\_pump\_water\_stop\_pumping  
orderdialog\_rescue1  
orderdialog\_rescue2  
orderdialogself\_rescue  
orderdialog\_repair\_systems1  
orderdialog\_repair\_systems2  
orderdialogself\_repair\_systems  
orderdialog\_repair\_systems\_job\_specific1  
orderdialog\_repair\_systems\_job\_specific2  
orderdialogself\_repair\_systems\_job\_specific  
orderdialog\_repair\_systems\_all1  
orderdialog\_repair\_systems\_all2  
orderdialog\_repair\_systems\_all3  
orderdialogself\_repair\_systems\_all  
orderdialog\_report\_fire1  
orderdialog\_report\_fire2  
orderdialog\_report\_breach1  
orderdialog\_report\_breach2  
orderdialog\_report\_intruders1  
orderdialog\_report\_intruders2  
orderdialog\_report\_broken\_devices1  
orderdialog\_report\_broken\_devices2  
orderdialog\_request\_first\_aid1  
orderdialog\_request\_first\_aid2  
orderdialog\_fight\_intruders1  
orderdialog\_fight\_intruders2  
orderdialogself\_fight\_intruders1  
orderdialogself\_fight\_intruders2  
orderdialog\_repair\_electrical1

## English

orderdialog\_repair\_electrical2  
orderdialogself\_repair\_electrical  
orderdialog\_repair\_mechanical1  
orderdialog\_repair\_mechanical2  
orderdialogself\_repair\_mechanical  
orderdialog\_clean\_up\_items1  
orderdialog\_clean\_up\_items2  
orderdialogself\_clean\_up\_items1  
orderdialogself\_clean\_up\_items2  
orderdialog\_ignore\_this1  
orderdialog\_ignore\_this2  
orderdialog\_unignore\_this1  
orderdialog\_unignore\_this2  
orderdialog\_report\_ballastflora1  
orderdialog\_report\_ballastflora2  
orderdialog\_report\_ballastflora3  
orderdialog\_assault\_enemy1  
orderdialog\_assault\_enemy2  
orderdialogself\_assaul\_tenemy1  
orderdialogself\_assaul\_tenemy2  
orderdialog\_dismissed\_assault\_enemy1  
orderdialog\_dismissed\_assault\_enemy2  
orderdialog\_report\_traitor1  
orderdialog\_report\_traitor2  
orderdialog\_load\_items\_battery\_cells1  
orderdialog\_load\_items\_battery\_cells2  
orderdialogself\_load\_items\_battery\_cell  
orderdialog\_load\_items\_oxygen\_tanks1  
orderdialog\_load\_items\_oxygen\_tanks2  
orderdialogself\_load\_items\_oxygen\_tanks  
orderdialog\_load\_items\_turret\_ammo1  
orderdialog\_load\_items\_turret\_ammo2  
orderdialog\_dismissed\_load\_items  
orderdialogself\_load\_items\_turret\_ammo  
orderdialog\_pump\_water\_pump\_in  
orderdialogself\_pump\_water\_pump\_in  
orderdialog\_find\_weapon1  
orderdialog\_find\_weapon2  
orderdialog\_find\_weapon3  
orderdialog\_prepare\_for\_expedition1  
orderdialog\_prepare\_for\_expedition2

## English

orderdialog\_prepare\_for\_expedition3  
orderdialog\_dismissed\_find\_weapon  
orderdialog\_dismissed\_prepare\_for\_expedition  
orderdialog\_return  
orderdialogself\_return  
orderdialog\_dismissed\_return  
orderdialog\_dismissed\_follow  
orderdialog\_dismissed\_wait  
orderdialog\_dismissed\_operate\_reactor1  
orderdialog\_dismissed\_operate\_reactor2  
orderdialog\_dismissed\_operate\_weapons1  
orderdialog\_dismissed\_operate\_weapons2  
orderdialog\_dismissed\_operate\_weapons3  
orderdialog\_dismissed\_steer1  
orderdialog\_dismissed\_steer2  
orderdialog\_dismissed\_fix\_leaks1  
orderdialog\_dismissed\_fix\_leaks2  
orderdialog\_dismissed\_extinguish\_fires  
orderdialog\_dismissed\_charge\_batteries  
orderdialog\_dismissed\_pumpwater  
orderdialog\_dismissed\_rescue  
orderdialog\_dismissed\_repair\_systems1  
orderdialog\_dismissed\_repair\_systems2  
orderdialog\_dismissed\_fight\_intruders1  
orderdialog\_dismissed\_fight\_intruders2  
orderdialog\_dismissed\_repair\_electrical1  
orderdialog\_dismissed\_repair\_electrical2  
orderdialog\_dismissed\_repair\_mechanical1  
orderdialog\_dismissed\_repair\_mechanical2  
orderdialog\_dismissed\_clean\_up\_items1  
orderdialog\_dismissed\_clean\_up\_items2  
orderdialog\_prisoner\_escaped1  
orderdialog\_prisoner\_escaped2  
orderdialog\_mental\_case1  
orderdialog\_mental\_case2  
orderdialog\_deconstruct\_this1  
orderdialog\_dont\_deconstruct\_this  
orderdialog\_deconstruct\_this2  
orderdialog\_deconstruct\_items  
orderdialogself\_deconstruct\_item  
orderdialogself\_deconstruct\_item\_no\_deconst

English

dialog\_operate\_target\_room\_is\_unsafe1  
dialog\_operate\_target\_room\_is\_unsafe2  
dialog\_dragging\_corpse\_reaction1  
dialog\_dragging\_corpse\_reaction2  
dialog\_dragging\_corpse\_reaction3  
dialog\_dragging\_corpse\_reaction\_security1  
dialog\_dragging\_corpse\_reaction\_security2  
traitor\_blamebutton\_dialog1  
traitor\_blamebutton\_dialog2  
traitor\_blamebutton\_dialog3  
traitor\_blamebutton\_dialog4  
traitor\_blamebutton\_dialog5  
traitor\_blamebutton\_dialog6  
traitor\_blamebutton\_dialog7  
traitor\_blamebutton\_dialog8  
traitor\_blamebutton\_dialog9  
traitor\_blamebutton\_dialog10