

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

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_steal_warning1
dialog_steal_warning2
dialog_steal_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_friendly_security_arrest
dialog_attacked_by_friendly_security_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_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_find_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

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

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

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

orderdialogself_charge_batteries
orderdialog_charge_batteries_charge1
orderdialog_charge_batteries_charge2
orderdialogself_charge_batteries_charge
orderdialog_charge_batteries_stop_charging
orderdialogself_charge_batteries_stop_charg
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_figh_tintruders2
orderdialogself_fight_intruders1
orderdialogself_fight_intruders2
orderdialog_repair_electrical1

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_assault_enemy1
orderdialogself_assault_enemy2
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

orderdialog_prepare_for_expedition3
orderdialog_dismissed_find_weapon
orderdialog_dismissed_prepare_for_expeditic
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