



STRIP-ED

BY RAVEN SOFTWARE

1.0 Introduction

StripEd is a program that allows creation, editing, and organization of in-game text from an external environment. It also does the job of allowing for foreign translations of all text by giving the game a reference 'token' instead of plain text. Depending on which language is set, the appropriate line in a given entry is read and displayed to the screen. All files that utilize tokens have the name of the token where the desired text is needed, surrounded by &. Following is an example from a .rmf (menu) file:

```
<setkey +forward atext "&MENU_KEYS_FORWARD&" tab btint clickable><hbr>
```

In many cases, simple text will also work where tokens are placed, but that text can then not be translated. However, there are a few cases where tokens are required, such as ICARUS scripts that have subtitles in them (PRINT_TOKEN command). A good rule to follow is that if the file you are modifying has tokens, you should use tokens also.

2.0 Using StripEd

To create your own tokens to be used in the game, follow these instructions:

- Open StripEd
- Select File, New
- Hit the button, Generate Unique ID
- Browse to the directory other .sp files are located (you must unpack therest.pk3 to your installed directory – it will create a base/strip directory)
- Enter a Reference name (all tokens in the file will start with this name)(i.e. COOL)
- Enter a description (i.e. l33t mod)
- Hit OK
- Hit New in the bottom center
- Enter a Reference name (i.e. ENTRY1)(You would now have COOL_ENTRY1 listed under Reference Label in the lower right.)
- Enter any text you want in English text
- Select any flags needed (these determine where things print in-game, but not all are used)
- Enter any notes desired
- Repeat until all text is entered
- Save file (a good rule is to name the .sp file the same as the Reference)

3.0 Other languages

If you want to translate your text into other languages, simply select the string that you want translated, and use the language pulldown on the right to select the language you want. Then, enter your foreign text.

NOTE: It is generally best to write your text in a robust text editor that can handle special characters, then copy and paste it to StripEd.

NOTE: Asian language will appear as corrupted text in StripEd. We only used U.S Windows versions, but copied text from Asian documents and pasted them here. The game will read this fine.

4.0 Flags used in SoF2

Centered

Places the text in the center of the screen

Type-a-matic

Places the text in the lower left of the screen, typing out each character one at a time

Captioned

Places the text in the upper center of the screen; used for subtitles

Layout

Placed the text just above the health bar; used for objective updates and pickup strings

5.0 Limitations

Because many people have the potential of using StripEd, creating a unique ID may be okay for you, but have conflicts for others. In theory, everyone who creates their own new file will get the same ID number as it continues after the game supplied files. There really is no good way around this problem since StripEd was designed just one dev team to use. If you run into conflicts, you can open your file in StripEd and change the ID under File Properties.