

D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.00/msg/engus/menu-ms
gbnd-dcx/LoadingTitle.fmg.txt, Top line: 1

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01 <?xml version="1.0" encoding="utf-8"?>
02 <fmq>
03 <compression>None</compression>
04 <version>DarkSouls3</version>
05 <bigendian>False</bigendian>
06 <entries>
07 <text id="1">Crouching</text>
08 <text id="2">Guarding</text>
09 <text id="3">Guard Counters</text>
10 <text id="4">Two-Handing Armaments</text>
11 <text id="5">Charge and Jump Attacks</text>
12 <text id="6">Skill</text>
13 <text id="7">Parrying</text>
14 <text id="8">Setting a Target</text>
15 <text id="9">Precision Aiming</text>
16 <text id="10">Equipping Armaments</text>
17 <text id="11">Using Items</text>
18 <text id="12">Using Torches</text>
19 <text id="13">Critical Hits</text>
20 <text id="14">Gestures</text>
21 <text id="15">The Map</text>
22 <text id="16">Spiritspring Jumping</text>
23 <text id="17">Item shortcut</text>
24 <text id="50">Dying and Dropping Runes</text>
25 <text id="51">%null%</text>
26 <text id="52">Summoning Spirits</text>
27 <text id="53">Resting at Sites of Grace</text>
28 <text id="54">Finding Sites of Grace</text>
29 <text id="55">Guidance of Grace</text>
30 <text id="56">Sacred Flasks</text>
31 <text id="57">Fast Travel to Sites of Grace</text>
32 <text id="58">Mounted Attacks</text>
33 <text id="59">No-Riding Areas</text>
34 <text id="60">Item Crafting</text>
35 <text id="61">Container Items</text>
36 <text id="62">Armament Customization</text>
37 <text id="63">%null%</text>
38 <text id="64">Reviving After Dying</text>
39 <text id="65">Equip Load</text>
40 <text id="66">While in Combat</text>
41 <text id="67">Strengthening Spirits</text>
42 <text id="68">Leveling Up</text>
43 <text id="69">%null%</text>
44 <text id="70">Status: Poison</text>
45 <text id="71">Status: Scarlet Rot</text>
46 <text id="72">Status: Hemorrhage</text>
47 <text id="73">Status: Frostbite</text>
48 <text id="74">Status: Sleep</text>
49 <text id="75">Status: Madness</text>
50 <text id="76">Status: Death</text>
51 <text id="77">Poise</text>
52 <text id="100">Ally's Goal (Furled Finger)</text>
53 <text id="101">Adversary's Goal (Duelist)</text>
54 <text id="102">Multiplayer Maximums</text>
55 <text id="103">Seeing Summon Signs</text>
56 <text id="104">Leaving Co-op Signs</text>
57 <text id="105">Leaving Hostile Signs</text>
58 <text id="106">Invasion</text>
59 <text id="107">Requesting Support</text>
60 <text id="108">Supporting</text>
61 <text id="109">Summoning Pools</text>
62 <text id="110">Group Passwords</text>
63 <text id="111">Multiplayer Passwords</text>
64 <text id="112">Messages</text>
65 <text id="113">Multiplayer Movement Limits</text>
66 <text id="114">Phantoms</text>
67 <text id="115">Bloodstains</text>
68 <text id="116">Support Goal (Hunter)</text>
69 <text id="117">Summon Signs</text>
70 <text id="118">Advanced Messages</text>
71 <text id="119">Invader Goals</text>

72 <text id="150">Limits of Guarding</text>
73 <text id="151">Stance-Breaking</text>
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75 <text id="153">%null%</text>
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77 <text id="200">Teardrop Scarabs</text>
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79 <text id="251">%null%</text>
80 <text id="252">%null%</text>
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82 </entries>
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D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-ms
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10 <text id="4">Two-Handing Armaments</text>
11 <text id="5">Charge and Jump Attacks</text>
12 <text id="6">Skill</text>
13 <text id="7">Parrying</text>
14 <text id="8">Setting a Target</text>
15 <text id="9">Precision Aiming</text>
16 <text id="10">Equipping Armaments</text>
17 <text id="11">Using Items</text>
18 <text id="12">Using Torches</text>
19 <text id="13">Critical Hits</text>
20 <text id="14">Gestures</text>
21 <text id="15">The Map</text>
22 <text id="16">Spiritspring Jumping</text>
23 <text id="17">Item Shortcut</text>
24 <text id="50">Dying and Dropping Runes</text>
25 <text id="51">%null%</text>
26 <text id="52">Summoning Spirits</text>
27 <text id="53">Resting at Sites of Grace</text>
28 <text id="54">Finding Sites of Grace</text>
29 <text id="55">Guidance of Grace</text>
30 <text id="56">Sacred Flasks</text>
31 <text id="57">Fast Travel to Sites of Grace</text>
32 <text id="58">Mounted Attacks</text>
33 <text id="59">No-Riding Areas</text>
34 <text id="60">Item Crafting</text>
35 <text id="61">Container Items</text>
36 <text id="62">Armament Customization</text>
37 <text id="63">%null%</text>
38 <text id="64">Reviving After Dying</text>
39 <text id="65">Equip Load</text>
40 <text id="66">While in Combat</text>
41 <text id="67">Strengthening Spirits</text>
42 <text id="68">Leveling Up</text>
43 <text id="69">%null%</text>
44 <text id="70">Status: Poison</text>
45 <text id="71">Status: Scarlet Rot</text>
46 <text id="72">Status: Blood Loss</text>
47 <text id="73">Status: Frost/Frostbite</text>
48 <text id="74">Status: Sleep</text>
49 <text id="75">Status: Madness</text>
50 <text id="76">Status: Death</text>
51 <text id="77">Poise</text>
52 <text id="100">Cooperator's Objective (Furled Finger)</text>
53 <text id="101">Adversary's Objective (Duelist)</text>
54 <text id="102">Multiplayer Maximums</text>
55 <text id="103">Seeing Summon Signs</text>
56 <text id="104">Leaving Co-op Signs</text>
57 <text id="105">Leaving Hostile Signs</text>
58 <text id="106">Invasion</text>
59 <text id="107">Requesting Support</text>
60 <text id="108">Supporting</text>
61 <text id="109">Summoning Pools</text>
62 <text id="110">Group Passwords</text>
63 <text id="111">Multiplayer Passwords</text>
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65 <text id="113">Multiplayer Movement Limits</text>
66 <text id="114">Phantoms</text>
67 <text id="115">Bloodstains</text>
68 <text id="116">Support Objective (Hunter)</text>
69 <text id="117">Summon Signs</text>
70 <text id="118">Advanced Messages</text>
71 <text id="119">Invader Objective</text>
72 <text id="120">Colosseums</text>
73 <text id="121">Colosseum Rankings</text>
74 <text id="150">Limits of Guarding</text>
75 <text id="151">Stance-Breaking</text>
76 <text id="152">Knocking Down Mounted Enemies</text>
77 <text id="153">Hardened Foes</text>
78 <text id="154">%null%</text>
79 <text id="200">Teardrop Scarabs</text>
80 <text id="250">%null%</text>
81 <text id="251">%null%</text>
82 <text id="252">%null%</text>
83 <text id="253">%null%</text>
84 </entries>
85 </fmq>
86
```