

Kerbal Space Program - Bug #15000

Infinite "Propellent" should be "Propellant"

04/26/2017 11:19 PM - problemecium

Status:	Confirmed	Start date:	04/26/2017
Severity:	Very Low	% Done:	10%
Assignee:			
Category:	Spelling/Grammar/Localization		
Target version:			
Version:	1.2.2	Language:	English (US)
Platform:	Linux, OSX, PS4, Windows, XboxOne	Mod Related:	No
Expansion:			

Description

My first bug report, so go easy, yadda yadda yadda.

Anyway, it's very simple: In the "Cheats" menu is a button to turn on Infinite Propellant, but it is misspelled and reads "Infinite Propellent."

I'm not certain whether this applies to the console versions, but I see no reason it wouldn't.

History

#1 - 04/26/2017 11:49 PM - swjr-swis

- File 1764-typo-propellent.png added

- Status changed from New to Confirmed

- Severity changed from Low to Very Low

- % Done changed from 0 to 10

1.2.9.1764 pre en-us Win x64

Confirmed to also exist on the 1764 pre-release build. Screenshot added.

(prio edited to very low to comply with the explanation of the priorities)

Files

1764-typo-propellent.png	1.54 MB	04/26/2017	swjr-swis
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