Kerbal Space Program - Feedback #15403

[ja]Delete particle of the part of contract text

05/31/2017 07:08 PM - eboshi2525

Status:	Closed		
Severity:	Very Low		
Assignee:	LQA		
Category:			
Target version:			
Version:	Build 01799	**Language:**	English (US), □□□ (Japanese)
Platform:	Windows	**Mod Related:**	No
Expansion:	Core Game		

Description

In the text for the contract, it was found that the particle was overlapped with the part and the body. I want to improve this.
Please update the text below.

#autoLOC_6100028
Jpn:
<<1>>□<<2>>□□□□□□□□

#autoLOC_6100029
Jpn:
<<1>>□<<2>>□□□□□□□□

History

#1 - 09/12/2017 10:17 AM - Squelch

- Project changed from KSP Localization to KSP Develop

- Category changed from Grammar/Punctuation to Localization

- Status changed from New to Needs Clarification

- Assignee set to FQA

Please interpret this and provide instruction on the changes required?

#2 - 09/12/2017 02:24 PM - Squelch

- Assignee changed from FQA to LQA

#3 - 09/26/2017 06:41 PM - KW_MTL_LQA_LEAD

- Status changed from Needs Clarification to Updated

- Assignee changed from LQA to nestor

- % Done changed from 0 to 10

The above suggestions are valid and should be implemented in-game:

#autoLOC_6100028
<<1>>□<<2>>□□□□□□□□

#autoLOC_6100029
<<1>>□<<2>>□□□□□□□□

#4 - 09/26/2017 09:32 PM - nestor

- Status changed from Updated to Ready to Test

- Assignee changed from nestor to LQA

- Target version set to Build 01876

- % Done changed from 10 to 80

Strings are already updated in build 01876 on the scratchpad beta on steam.
Please check in game.

#5 - 03/07/2018 10:54 AM - Squelch

- Project changed from KSP Develop to KSP Expansion Packs

- Category changed from Localization to Localization

#6 - 03/07/2018 01:22 PM - Squelch

- Target version changed from Build 01876 to Build 02076

#7 - 03/22/2018 04:11 AM - eboshi2525

- File dictionary.cfg added

- Tracker changed from Bug to Feedback

- Project changed from KSP Expansion Packs to Kerbal Space Program

- Category deleted (Localization)

- Status changed from Ready to Test to Not Fixed

- Target version deleted (Build 02076)

- Expansion Core Game added

- Language 日本語 (Japanese) added

Current:
#autoLOC_6100028 = <<1>>の<<2>>
#autoLOC_6100029 = <<1>>の<<2>>

Expected:
#autoLOC_6100028 = <<1>>の<<2>>
#autoLOC_6100029 = <<1>>の<<2>>

It is trivial, but please correct it.
I think that I will also request other modifications. Can the development team decide the timing of the correction?

#8 - 01/14/2020 07:08 PM - victorr

- Status changed from Not Fixed to Resolved

#9 - 02/26/2020 01:56 AM - chris.fulton

- Status changed from Resolved to Closed

Files

dictionary.cfg	770 KB	03/22/2018	eboshi2525