

Kerbal Space Program - Bug #16103

[RU] Lingoona Gender tags are visible on resource names everywhere.

10/10/2017 08:49 AM - Enceos

Status:	Ready to Test	Start date:	10/10/2017
Severity:	High	% Done:	80%
Assignee:			
Category:	Controls and UI		
Target version:	1.12.0		
Version:	1.3.1	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

This problem stemmed from the inappropriate fix of the issue #15820. Instead of replacing the wrong autoloc with the right one in the code the fix was implemented the lazy way by adding Lingoona gender tags to the main resource names.

The fields where these resource names appear are not adapted for Lingoona, and these fields are numerous, catching them all is impossible. Please revert the fix and just replace the autoloc numbers in the code the way I proposed in the issue #15820. This wont affect any other localization.

These gender tags are visible everywhere where a resource name is present. Makes the game unplayable for many people.

History

#3 - 03/07/2018 12:42 AM - Squelch

- Status changed from New to Ready to Test

- Target version set to 1.4.0

- % Done changed from 0 to 80

#4 - 03/07/2018 12:48 AM - Squelch

- Status changed from Ready to Test to Being Worked On

- % Done changed from 80 to 30

#5 - 06/24/2021 11:00 PM - victorr

- Status changed from Being Worked On to Ready to Test

- Target version changed from 1.4.0 to 1.12.0

- % Done changed from 30 to 80

We have made some changes in this last 1.12.0 release and would like some feedback on this issue. Thanks.

Files

screenshot75.jpg	232 KB	10/10/2017	Enceos
screenshot91.jpg	196 KB	10/10/2017	Enceos