

Kerbal Space Program - Bug #18307

Wrong autloc tag used in Laythe biomes

04/01/2018 03:25 PM - Olympic1

Status:	Closed	Start date:	04/01/2018
Severity:	Low	% Done:	100%
Assignee:			
Category:	Spelling/Grammar/Localization		
Target version:	1.4.3		
Version:	1.4.2	Language:	Deutsche (German), English (US), Español (Spanish), Français (French), Italiano (Italian), Português-Brazil (Portuguese-Brazil), русский (Russian), 日本語 (Japanese), 简体中文 (Chinese Simplified)
Platform:	Linux, OSX, Windows	Mod Related:	No
Expansion:	Core Game		

Description

One of Laythe's biomes uses the wrong localization tag. I noticed this while using my plugin that pulls the biome- and display names from planets.

The biome **Crater Bay** should use **#autoLOC_6002013 (Crater Bay)** but uses **#autoLOC_6002017 (Crescent Bay)** instead.

Here is the log from my plugin. These are all the Laythe biomes.

```
Name: Poles           DisplayName: Poles
Name: Shores          DisplayName: Shores
Name: Dunes           DisplayName: Dunes
Name: Crescent Bay   DisplayName: Crescent Bay
Name: Crater Bay      DisplayName: Crescent Bay
Name: The Sagen Sea   DisplayName: The Sagen Sea
Name: Crater Island   DisplayName: Crater Island
Name: Shallows        DisplayName: Shallows
Name: DeGrasse Sea    DisplayName: Degrassé Sea
Name: Peaks           DisplayName: Peaks
```

Because it uses the wrong tag, it probably also shows the incorrect name for other languages.

History

#1 - 04/03/2018 07:38 PM - Squelch

- Status changed from New to Investigating

- % Done changed from 0 to 20

Thank you for this report. we are looking into it.

#3 - 04/26/2018 11:30 PM - Squelch

- Status changed from Investigating to Ready to Test

- Target version set to 1.4.3

- % Done changed from 20 to 80

The correct biomes are now allocated.

#4 - 06/26/2018 10:23 AM - TriggerAu

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

#5 - 10/15/2018 06:25 PM - joshua.collins

- Status changed from Resolved to Closed