

Kerbal Space Program - Bug #20935

Language selection has a typo in redmine: "Deutsche"

01/14/2019 07:36 PM - bitzoid

Status:	Closed	Start date:	01/14/2019
Severity:	Low	% Done:	100%
Assignee:	ManeTI		
Category:	Bug Tracker		
Target version:			
Version:	Not Applicable	Language:	
Platform:	Linux	Mod Related:	No
Expansion:	Core Game, Making History		

Description

When opening an issue, one can select the affected language. The selection for German, however is wrong. It reads Deutsche (German) but it should read Deutsch (German).

(this is a very minor issue, yes)

History

#1 - 01/19/2019 12:49 AM - ManeTI

- Status changed from New to Resolved
- Assignee set to ManeTI
- % Done changed from 0 to 100

Option updated.

#2 - 03/28/2019 03:30 AM - joshua.collins

- Status changed from Resolved to Closed