Kerbal Space Program - Bug #21719

[LQA] [Zh] Dv value display bug

03/31/2019 12:09 AM - herman8hk

Status:	Ready to Test		**Start date:**	03/31/2019
Severity:	Low		**% Done:**	80%
Assignee:	just_jim			
Category:	Spelling/Grammar/Localization			
Target version:	1.10.0			
Version:	1.6.1		**Language:**	简体中文 (Chinese Simplified)
Platform:	Windows		**Mod Related:**	No
Expansion:	Core Game, Making History			

Description

Hi, v1.6 schinese version have a bug about the dv display

The photo dv location can't show the value ,may be next time the version update can fix this problem ,thanks

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History

#1 - 03/31/2019 10:17 PM - Anth12

- File screenshot0.png added

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Clean install of KSP in chinese...

Confirmed

#2 - 10/22/2019 05:10 PM - just_jim

- Related to Bug #22896: [Breaking Ground] Medium scanner arm is too sensitive to craft motion added

#3 - 10/22/2019 05:10 PM - just_jim

- Related to deleted (Bug #22896: [Breaking Ground] Medium scanner arm is too sensitive to craft motion)

#5 - 10/22/2019 05:13 PM - just_jim

- Status changed from Confirmed to Need More Info

- % Done changed from 10 to 0

This was two builds ago, can we get a confirmation if it's been fixed, or still occuring, please?

#6 - 10/22/2019 05:14 PM - just_jim

- Status changed from Need More Info to Updated

- % Done changed from 0 to 10

#7 - 10/22/2019 05:14 PM - just_jim

- Status changed from Updated to Being Worked On

- % Done changed from 10 to 30

#8 - 10/22/2019 05:14 PM - just_jim

- Status changed from Being Worked On to Ready to Test

- Assignee set to just_jim

- Target version set to 1.8.0

- % Done changed from 30 to 80

#10 - 10/22/2019 05:17 PM - just_jim

- Subject changed from Dv value display bug to [LQA] [Zh] Dv value display bug

#11 - 10/22/2019 07:04 PM - Anth12

- File screenshot2.png added

- File screenshot3.png added

- Status changed from Ready to Test to Not Fixed

- % Done changed from 80 to 50

OK. I dont know how to read or speak chinese.

However looking at the first screenshot (screenshot2.png) please note the following:

For stage number 3 the deltav is 137 + the characters that I assume are for m/s
For stage number 2 the deltav is 2468 + the character that I would assume is M has ... beside it which isnt right in my opinion

Looking at the second screenshot (screenshot3.png) it just displays the number because the deltav is over 10000.

The two options I would think are available are:

1. You can widen the staging menu to fit in the chinese m/s or
2. For chinese remove the m/s entirely except for the total at the bottom

For this reason I would say its not fixed...but it could technically be another bug or perhaps I am just over analyzing

#12 - 10/23/2019 03:20 AM - 050644zf

- Category changed from Camera to Spelling/Grammar/Localization

Anth12 wrote:

> OK. I dont know how to read or speak chinese.
>
> However looking at the first screenshot (screenshot2.png) please note the following:
>
> For stage number 3 the deltav is 137 + the characters that I assume are for m/s
> For stage number 2 the deltav is 2468 + the character that I would assume is M has ... beside it which isnt right in my opinion
>
> Looking at the second screenshot (screenshot3.png) it just displays the number because the deltav is over 10000.
>
> The two options I would think are available are:
>
> 1. You can widen the staging menu to fit in the chinese m/s or
> 2. For chinese remove the m/s entirely except for the total at the bottom
>
> For this reason I would say its not fixed...but it could technically be another bug or perhaps I am just over analyzing

Confrimed that. As a Chinese player I think replace the chinese unit "□/□" with m/s is okay. And I asked other Chinese players and they accept this change.

#13 - 10/31/2019 08:57 PM - just_jim

- Status changed from Not Fixed to Ready to Test

- % Done changed from 50 to 80

#14 - 11/01/2019 01:27 AM - Anth12

- File screenshot0.png added

- File screenshot4.png added

- Status changed from Ready to Test to Not Fixed

- % Done changed from 80 to 50

screenshot0.png I have circled the issue here.
screenshot4.png shows what it looks like in english.

"□..." is what I had a problem with. If that were English it would be 'm...' instead of 'm/s'

It shouldnt be cut off like that in my opinion, especially on a deltav number with 4 digits (1000 to 9999) as a lot of crafts will have deltav that is 1000-10000

Still Not fixed.

#15 - 02/15/2020 01:22 PM - just_jim

- Status changed from Not Fixed to Ready to Test

- Target version changed from 1.8.0 to 1.9.0

- % Done changed from 50 to 80

#16 - 02/17/2020 04:42 AM - Anth12

- File screenshot0.png added

- Status changed from Ready to Test to Not Fixed

- % Done changed from 80 to 50

050644zf wrote:

> Anth12 wrote:
>
>> OK. I dont know how to read or speak chinese.
>>
>> However looking at the first screenshot (screenshot2.png) please note the following:
>>
>> For stage number 3 the deltav is 137 + the characters that I assume are for m/s
>> For stage number 2 the deltav is 2468 + the character that I would assume is M has ... beside it which isnt right in my opinion
>>
>> Looking at the second screenshot (screenshot3.png) it just displays the number because the deltav is over 10000.
>>
>> The two options I would think are available are:
>>
>> 1. You can widen the staging menu to fit in the chinese m/s or
>> 2. For chinese remove the m/s entirely except for the total at the bottom
>>
>> For this reason I would say its not fixed...but it could technically be another bug or perhaps I am just over analyzing
>
> Confrimed that. As a Chinese player I think replace the chinese unit "□/□" with m/s is okay. And I asked other Chinese players and they accept this change.

"□..." is still wrong. 050644zf has mentioned that other chinese players are ok with just changing it to m/s

#17 - 07/06/2020 03:27 PM - victorr

- Status changed from Not Fixed to Ready to Test

- Target version changed from 1.9.0 to 1.10.0

- % Done changed from 50 to 80

We've made some more changes in this latest 1.10.0 version and would like some feedback on this issue. Thanks.

Files

e364cffaaf51f3de9f1d26cb99eef01f3b297960.jpg	193 KB	03/31/2019	herman8hk
c67c49ec54e736d134bc13a796504fc2d4626960.jpg	164 KB	03/31/2019	herman8hk
screenshot0.png	2.65 MB	03/31/2019	Anth12
screenshot2.png	2.53 MB	10/22/2019	Anth12
screenshot3.png	2.49 MB	10/22/2019	Anth12
screenshot0.png	2.74 MB	11/01/2019	Anth12
screenshot4.png	2.49 MB	11/01/2019	Anth12
screenshot0.png	2.31 MB	02/17/2020	Anth12