

Kerbal Space Program - Bug #23327

BaseConvertor.status is a localized string

08/10/2019 05:12 AM - Xavier513

Status:	New	Start date:	08/10/2019
Severity:	Low	% Done:	0%
Assignee:			
Category:	Plugins/Add-Ons		
Target version:			
Version:	1.7.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Description:

BaseConvertor.status is used to be shown on GUI, and the value will change if game language is changed. BaseConvertor.status seems to be the only field which presents the status of a resourceConverter, so this brings some trouble to plugin development.

Example:

When a resourceConverter is loaded in Flight scene, the status is "Inactive" in English, and it's "不活跃" in Chinese.

Expected:

BaseConvertor.status is always in English, and will not change when game language is changed.

Suggestion:

- 1, Add new enum Converter.State{ Running, Idle, MissingResource, StorageFull, Capacity}
- 2, Add BaseConvertor.statusGui (same with current "status")
- 3, Change BaseConvertor.status to be always in English

Environment:

Kerbal Space Program - 1.7.3.2594 (WindowsPlayer x64) zh-cn

OS: Windows 10 (10.0.0) 64bit

CPU: Intel(R) Core(TM) i5-8250U CPU @ 1.60GHz (8)

RAM: 8076

GPU: NVIDIA GeForce MX250 (1983MB)

SM: 30 (Direct3D 9.0c [nvidumdx.dll 25.21.14.1760])

RT Formats: ARGB32, Depth, ARGBHalf, Shadowmap, RGB565, Default, ARGB2101010, DefaultHDR, ARGB64, ARGBFloat, RGFloat, RGHalf, RFloat, RHalf, R8, RG32