

Kerbal Space Program - Bug #23949

[zh-cn]characters missing in orbit info tab

10/18/2019 11:31 AM - 050644zf

Status:	Closed	Start date:	10/18/2019
Severity:	Low	% Done:	100%
Assignee:	just_jim		
Category:	Spelling/Grammar/Localization		
Target version:	1.8.1		
Version:	1.8.0	Language:	简体中文 (Chinese Simplified)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

I want to find their #autoLOC code.I turn on "Replace all string to #autoLOC code" option in debug but they didn't change.

History

#1 - 10/18/2019 11:31 AM - 050644zf

- Subject changed from [zh-cn]characters missing in orbit info to [zh-cn]characters missing in orbit info tab

#3 - 10/22/2019 01:13 PM - just_jim

- Assignee set to just_jim

#4 - 10/22/2019 01:16 PM - just_jim

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#5 - 10/30/2019 02:41 AM - 050644zf

- Platform XboxOne added

Confirmed Fixed in 1.8.1

#6 - 10/31/2019 12:24 AM - 050644zf

- Platform deleted (XBoxOne)

#7 - 10/31/2019 08:54 PM - just_jim

- Status changed from Confirmed to Updated

#8 - 10/31/2019 08:54 PM - just_jim

- Status changed from Updated to Being Worked On

- % Done changed from 10 to 30

#9 - 10/31/2019 08:55 PM - just_jim

- Status changed from Being Worked On to Ready to Test

- Target version set to 1.8.1

- % Done changed from 30 to 80

This is ready to test

#10 - 11/01/2019 02:40 AM - 050644zf

- Status changed from Ready to Test to Resolved

- % Done changed from 80 to 100

Confirmed fixed

#11 - 11/01/2019 06:33 PM - chris.fulton

- Status changed from Resolved to Closed

Files

20191018170708.png

36.2 KB

10/18/2019

050644zf