

## Kerbal Space Program - Bug #23986

### French translation for "allumer/turn on" and "activer/toggle" engine are swaped

10/19/2019 04:25 PM - goufalite

<b>Status:</b>	Confirmed	<b>Start date:</b>	10/19/2019
<b>Severity:</b>	Low	<b>% Done:</b>	10%
<b>Assignee:</b>			
<b>Category:</b>	Spelling/Grammar/Localization		
<b>Target version:</b>			
<b>Version:</b>	1.8.0	<b>Language:</b>	Français (French)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Breaking Ground, Core Game, Making History		

#### Description

An engine has some options in the action group, three of them are

- "Allumer propulseur" => "Turn on engine"
- "Arrêter propulseur" => "Stop engine"
- "Activer propulseur" => "Toggle engine" (nitpicking : in French we have "activer" to turn on and "désactiver" to turn off", another word would be welcomed such as "basculer" or "permuter"

I find that "Allumer" and "Activer" are swaped : "Allumer" toggles the engine and "Activer" only turns it on. Also, the only option to turn on the engine is "Activer" in the PAW, see screenshot.

Steps to reproduce :

- Build a ship with an engine
- Set an action group (custom 1) to "Allumer propulseur"
- Sent it to launchpad
  
- Hit 1 => Engine is turned on
- Hit 1 => **Engine is turned off**. Expected : nothing happens since we only want to turn on the engine
  
- Use 1.8 change action group to set action group 1 to "Activer propulseur"
- Right-click on the engine and turn it off manually
- Hit 1 => Engine is turned on
- Hit 1 => **Nothing happens**. Expected : engine is turned off since we want to switch
  
- Use 1.8 change action group to set action group 1 to "Arrêter propulseur"
- Right-click on the engine and turn it on manually
- Hit 1 => Engine is turned off
- Hit 1 => Nothing happens, as expected since we only want to turn off the engine

Attached :

- screenshot with PAW
- craft file with "Allumer" set on action group 1

No mods.

#### History

#1 - 10/24/2019 08:18 PM - KW\_MTL\_LQA\_LEAD

- Status changed from New to Confirmed

- % Done changed from 0 to 10

Issue confirmed.

The affected strings have been updated in the text file to match feedback suggested.

**Files**

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activate_engine.JPG	38.9 KB	10/19/2019	goufalite
testgroup.craft	11.6 KB	10/19/2019	goufalite