

Kerbal Space Program - Bug #27068

misplaced translations in 1.11

01/16/2021 11:59 PM - Anonymous

Status:	New	Start date:	01/16/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Spelling/Grammar/Localization		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Several automatic translations can appear as autoLOC... in the base game.

The following appear in the base game, but have their translation entries in the Serenity subfolder from making history.

#autoLOC_6006035 = Activate Pitch Controls
#autoLOC_6006036 = Deactivate Pitch Control
#autoLOC_6006037 = Toggle Pitch Control
#autoLOC_6006038 = Activate Yaw Control
#autoLOC_6006039 = Deactivate Yaw Control
#autoLOC_6006040 = Toggle Yaw Control
#autoLOC_6006041 = Activate Roll Control
#autoLOC_6006042 = Deactivate Roll Control
#autoLOC_6006043 = Toggle Roll Control
#autoLOC_6006044 = Activate All Controls
#autoLOC_6006045 = Deactivate All Control

History

#1 - 02/09/2021 01:20 AM - Anth12

- File screenshot14.png added

- File Wrong Location.png added

I saw it in the one of the most obvious places when testing other bugs.

Serenity = Making History = DLC

Definitely shouldnt be here.

Files

screenshot14.png	1.98 MB	02/09/2021	Anth12
Wrong Location.png	192 KB	02/09/2021	Anth12