

## Kerbal Space Program - Bug #28249

### Duplicated strings in the localization file(s)

07/10/2021 09:29 AM - IgorZ

<b>Status:</b>	New	<b>Start date:</b>	07/10/2021
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Localization		
<b>Target version:</b>			
<b>Version:</b>	1.12.0	<b>Language:</b>	English (US), русский (Russian)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

#### Description

Some string are doubled in the localization configs with just minor difference in the value. Based on the `en-us` locale:

- `#autoLOC\_6005015`
- `#autoLOC\_8003017`

The other locales seem to inherit the problem, but I only checked the `ru` localization. Cannot say how the other locales are affected.

These issues don't seem to have any real impact. It's more about the CFG files clarity and consistency.

#### History

##### #1 - 07/12/2021 08:40 AM - Olympic1

I can confirm this. I also found the following duplicates:

```
#autoLOC_6006085
#autoLOC_6011149
#autoLOC_8000308
```

These three strings are exact duplicates