

Ryzom - Bug # 1255

Status:	New	Priority:	Low
Author:	thindil	Category:	OS: GNU/Linux
Created:	03/14/2011	Assignee:	
Updated:	03/14/2011	Due date:	
Subject:	Multilanguage support in GNU/Linux patcher not work properly in some situations.		
Description			
<p>At this moment, multilanguage support in GNU/Linux patcher have three (low priority) issues:</p> <p>1) Language code detection</p> <p>Due to ISO specification, language codes can be 2 or 3 letters long. Current system check only for first 2 characters. It works with most language codes, but not for example with Asturian language (code: ast)</p> <p>2) Country code detection</p> <p>Some languages have own variants which depends on countries, for example, there is some differences between Portuguese used in Portugal (pt_PT) and in Brazil (pt_BR). Current system don't check for language codes.</p> <p>3) System language detection</p> <p>If default language for operating system is other than any supported by game, patcher don't find any translation and show to user untranslated, unclear system messages. Proposition for fix: if default operating system language isn't supported, patcher should fall back to English language.</p> <p>I was added to issue patch which should fix this all problems (is shorter than this description, heh). If something here is unclear, please ask.</p>			

History

Files

patcher.diff	1.4 kB	03/14/2011	thindil
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