# Ryzom - Feature # 1361

| | | | |
|---|---|---|---|
| **Status:** | New | **Priority:** | Low |
| **Author:** | sfb | **Category:** | Client: General |
| **Created:** | 09/21/2011 | **Assignee:** | |
| **Updated:** | 09/26/2011 | **Due date:** | |
| **Subject:** | Fix Titles so they're not hard coded in character_titles.h | | |
| **Description** | | | |
| Making titles fully data-driven and then requiring a code change to enable them seems counter-productive. | | | |

## History

**#1 - 09/26/2011 03:14 pm - sfb**

It appears that the enum is used to simplify the transmission of titles to/from the client/server. It seems that using the CSheetId would be a better move but would require that we completely restructure the *unblock.titles* file to be a per-title sheet - e.g. novice_magician.title.

Thoughts?