

## Ryzom - Feature # 1361

<b>Status:</b>	New	<b>Priority:</b>	Low
<b>Author:</b>	sfb	<b>Category:</b>	Client: General
<b>Created:</b>	09/21/2011	<b>Assignee:</b>	
<b>Updated:</b>	09/26/2011	<b>Due date:</b>	
<b>Subject:</b>	Fix Titles so they're not hard coded in character_titles.h		
<b>Description</b>			
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?