

## Ryzom - Feature # 1397

<b>Status:</b>	New	<b>Priority:</b>	Normal
<b>Author:</b>	sfb	<b>Category:</b>	Tools: General
<b>Created:</b>	11/17/2011	<b>Assignee:</b>	
<b>Updated:</b>	04/25/2012	<b>Due date:</b>	
<b>Subject:</b>	Add UI Translation Editor to the Translation Manager plugin		
<b>Description</b>			
The Translation Manager plugin currently supports 2 of the 3 translation file formats used by Ryzom Core - worksheets and phrases. One additional translation type is used by the client primarily for UI translations - the UXT format.			

### History

#### #1 - 04/25/2012 05:17 pm - shackra

there is any problem if this can be done using Python+Qt?

#### #2 - 04/25/2012 05:22 pm - sfb

shackra wrote:

| *there is any problem if this can be done using Python+Qt?*

Not without some hurdles since OVQT and this particular plugin to OVQT is already written in C++. This request just adds another worksheet type to the existing plugin.

#### #3 - 04/25/2012 06:30 pm - shackra

I though this was a request for a complete new application! :)

#### #4 - 04/25/2012 06:38 pm - sfb

shackra wrote:

| *I though this was a request for a complete new application! :)*

Nope! The Translation Manager plugin for OVQT already supports editing 'words' translations files and the 'phrase' translation file. This request adds the last major translation file format: uxt.