FreeCiv - Bug #771676
Nation names translations lost
2018-08-30 06:24 PM - Alexandro Ignatiev

<table>
<thead>
<tr>
<th>Status:</th>
<th>New</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority:</td>
<td>Normal</td>
</tr>
<tr>
<td>Assignee:</td>
<td></td>
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<tr>
<td>Category:</td>
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<tr>
<td>Sprint/Milestone:</td>
<td>3.0.4</td>
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</tbody>
</table>

Start date: New
Due date: Normal
% Done: 0%
Estimated time: 0.00 hour

Description
While playing in 3.0.0 localized to Russian, most messages are translated, ruler titles are translated, but nation names are not. In stable versions, there were "Кельты" instead of "Celts" etc.

History
#1 - 2022-02-03 04:45 AM - Marko Lindqvist
- Sprint/Milestone changed from 3.0.0 to 3.0.1
Is this still true?

#2 - 2022-04-13 03:38 AM - Marko Lindqvist
- Sprint/Milestone changed from 3.0.1 to 3.0.2

#3 - 2022-06-11 06:53 AM - Marko Lindqvist
- Sprint/Milestone changed from 3.0.2 to 3.0.3

#4 - 2022-06-19 07:02 PM - Marko Lindqvist
Cells are even in the core nationset, so this cannot be about nations translation domain not being available.

#5 - 2022-08-05 01:47 AM - Marko Lindqvist
- Sprint/Milestone changed from 3.0.3 to 3.0.4