

## CocoMUD client - Bug #117

### Importing a world generates an error

10/31/2017 07:09 PM - Vincent Le Goff

<b>Status:</b> Closed	<b>% Done:</b> 100%
<b>Priority:</b> High	
<b>Assignee:</b> Vincent Le Goff	
<b>Category:</b> Customization	
<b>Sprint/Milestone:</b> 14	
<b>Description</b> This is due to a change in encoding. Online worlds should be updated. However, this has to be done when file encoding has been set to utf-8.	
<b>Related issues:</b> Related to fr - Bug #116: erreur importation vanciamud <b>Closed</b>	

### History

#### #1 - 10/31/2017 07:09 PM - Vincent Le Goff

- Related to Bug #116: erreur importation vanciamud added

#### #2 - 11/11/2017 12:17 PM - Vincent Le Goff

- Status changed from Open to Closed

- Sprint/Milestone set to 14

- % Done changed from 0 to 100

Fixed in commit [e95114672fdf970460ab643405dba18188dbdaed](#).