

CocoMUD client - Bug #145

Bug on creating a channel

12/22/2018 07:20 PM - Vincent Le Goff

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|--|---------------------|
| Status: Closed | % Done: 100% |
| Priority: Normal | |
| Assignee: | |
| Category: | |
| Sprint/Milestone: | |
| Description | |
| At least in the French game this error occurs. Check validity: | |
| Traceback (most recent call last): | |
| File "D:\src\cocomud\src\ui\dialogs\channel.py", line 92, in OnAdd | |
| dialog = wx.TextEntryDialog(self, t("ui.message.channels.name"), t("ui.message.channels.title" | |
|)) | |
| File "C:\Users\Vincent Le Goff\.virtualenvs\cocomud-jujd1AS7\lib\site-packages\ytranslate\tools.py", line 98, in t | |
| return FSLoader.current_catalog.retrieve(address, count, **kwargs) | |
| File "C:\Users\Vincent Le Goff\.virtualenvs\cocomud-jujd1AS7\lib\site-packages\ytranslate\catalog.py", line 241, in retrieve | |
| "catalog".format(repr(address))) | |
| ValueError: address 'ui.message.channels.title' cannot be found in this catalog | |
| This happens when we try to create a new channel through the Channels... menu. | |

Associated revisions

Revision b767c83e - 12/27/2018 12:31 PM - Francisco Del Roio

Added the 'title' entry for french translation

in `src/translations/fr/ui/message/channels.yml`. Closes #145.

History

#1 - 12/27/2018 03:06 PM - Francisco Del Roio

- Status changed from Open to Closed

- % Done changed from 0 to 100

Applied in changeset [github/b767c83e0932b4a0985bc8954485e1a3ece54c48](https://github.com/b767c83e0932b4a0985bc8954485e1a3ece54c48).