

CocoMUD client - Feature #83

Remove accents from input when possible

01/16/2017 11:55 PM - Vincent Le Goff

Status: Open	% Done: 0%
Priority: Normal	
Assignee:	
Category: Customization	
Sprint/Milestone:	
Description One interesting feature would be to remove accentuation from input before sending the command to the sever. It might be useful, for some MUDs where accentuation would be expected to the language, but isn't handled by the networking system. unidecode can do the trick.	

History

#1 - 01/16/2017 11:56 PM - Vincent Le Goff

- Subject changed from *everRemove accents from input when possible* to *Remove accents from input when possible*

#2 - 01/18/2017 05:21 PM - Vincent Le Goff

- Sprint/Milestone deleted (11)