

## ET: Legacy Development - Task #907

Task # 1178 (New): Improve translation consistency

### Rework translation code (obituary messages and CG\_PickupItemText)

16.12.2015 15:44 - IR4T4

<b>Status:</b> New	<b>% Done:</b> 0%
<b>Priority:</b> Normal	<b>Spent time:</b> 0.00 hour
<b>Assignee:</b>	
<b>Category:</b> Mod CGAME	
<b>Target version:</b> 2.78	
<b>OS:</b>	<b>Arch:</b>
<b>Description</b> 1. Obituary messages are currently inflexible. Attacker and victim names have to be at the start and end of the obituary message. Change it to something like "%s was killed by %s's weapon" so translators can do better translations. 2. CG_PickupItemText has some english specific code snippets.	
<b>Related issues:</b>	
Related to ET: Legacy Development - Feature # 1073: Enable translations for H...	<b>New</b> <b>21.02.2018</b>
Related to ET: Legacy Development - Task # 1074: Flexible description strings...	<b>Invalid</b> <b>21.02.2018</b>

#### Associated revisions

##### Revision 1cbd4c55 - 20.12.2015 13:47 - Spyhawk

cgame: do not translate ranks, refs #907

#### History

##### #1 - 21.02.2018 16:14 - keMoN

- Related to Feature #1073: Enable translations for HUD/UI elements added

##### #2 - 21.02.2018 16:21 - keMoN

- Related to Task #1074: Flexible description strings in the menus added

##### #3 - 20.01.2019 18:50 - Timothy

- Parent task set to #1178