

Cemu - Bug #266

Miscellaneous problems with translation strings

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Status:	New	Start date:	02/01/2020
Priority:	Normal		
Assignee:			
Category:	UI		
API:		GPU Vendor/Model:	
Cemu Version:	1.17.0		

Description

There are some long standing issues regarding translation strings in the emulator. I will list them here:

- strings that refer to gamepad buttons (like "up", "down", "left" etc.) are not translatable. In some older versions they were, but at some point this changed for some reason.
- highly technical strings that are used as column headers in debug windows (e.g. "ThreadName", "GPR", "SliceStart", "Dim" etc.) should not be translated (as once Exzap told me) and therefore excluded from PO/POT files. I often happen to tell translators to leave them as they are.
- the text in About window cannot be translated. It would be nice to be able to, since that text contains some valuable information for users.