

Emulator - Emulator Issues #11507

DolphinQt: Common strings such as "Yes" and "No" aren't translated

12/29/2018 06:56 PM - JosJuice

Status:	New	% Done:	0%
Priority:	Normal		
Assignee:			
Category:			
Target version:			
Operating system:	N/A	Relates to performance:	No
Issue type:	Bug	Easy:	No
Milestone:	Current	Relates to maintainability:	No
Regression:	No	Regression start:	
Relates to usability:	No	Fixed in:	
Description			
<p>Some common simple strings, such as "Yes" and "No", aren't translated in DolphinQt. I guess this is because the strings only are used by code in Qt itself, not code that is in the Dolphin repo, and as such are not picked up by gettext and do not get translated on Transifex.</p> <p>Quick way to reproduce: Clear out all Dolphin data or use portable.txt. Then you'll get the analytics question on first boot, with Yes and No buttons available for answering. (Since this also resets the language setting, you may want to just clear the analytics data instead if your system language is English.)</p>			