

## Infrastructure - Issue #11515

### Application name should be capitalized on macOS

01/03/2019 10:17 PM - edrozenberg

<b>Status:</b> Accepted	<b>% Done:</b> 0%
<b>Priority:</b> Low	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b>	
A very small suggestion:	
App name should be "Dolphin.app" instead of "dolphin.app" to be consistent with most other apps.	
Currently I have to do the following every time I update the app (which is pretty frequent):	
~~~ text	
mv dolphin.app/ dolphin1.app/ mv dolphin1.app/ Dolphin.app/ ~~~	

#### History

##### #1 - 01/03/2019 10:40 PM - MayImilae

- *Relates to maintainability deleted (No)*
- *Easy deleted (No)*
- *Relates to performance deleted (No)*
- *Relates to usability deleted (No)*
- *Regression deleted (No)*
- *Issue type deleted (Bug)*
- *Priority changed from Normal to Low*
- *Status changed from New to Accepted*
- *Subject changed from Suggestion - application name should be upper case to Application name should be capitalized on macOS*
- *Project changed from Emulator to Infrastructure*
- *Tracker changed from Emulator Issues to Issue*
- *File Screen Shot 2019-01-03 at 14.36.16.png added*
- *Operating system deleted (N/A)*

For those without macOS, here is a screenshot showing how Dolphin is packaged by the buildbot. It ships in a DMG (think of it as a macOS package) with the application "dolphin.app" inside. Only the DMG has the unique name (in this case "dolphin-master-5.0-9289.dmg") applied to it, the application itself is always "dolphin.app".

It's not a big deal, but, it's a thing I guess.

#### Files

Screen Shot 2019-01-03 at 14.36.16.png	294 KB	01/03/2019	MayImilae
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