
Go for 0.6 - Developer Meeting

Posted by BuZZdEE - 2007/10/08 04:14

This thread discusses the Content article: Go for 0.6 - Developer Meeting

Great! I will help you to test the beta release. ;) I'm your man.

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Re:Go for 0.6 - Developer Meeting

Posted by doitux - 2007/10/08 05:16

! I will help you to test the beta release. I'm your man.
That sounds good ;)

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Re:Go for 0.6 - Developer Meeting

Posted by heyn - 2007/10/09 04:40

Hi,

I have a question about the translations. Do you have a string freeze planned, or is one already in effect?

I'd recommend that you try to get a string freeze as early as possible, so you have a little extra time to get the translations sorted (so 0.6 will definitely have French, there sure were a lot of threads about that ;-)) and hopefully even tested for truncations and the like.

heyn

edit: Dutch translation for svn998 added (not fully tested because it doesn't compile for me at the moment: make: *** No rule to make target `lib/libpokerth_lib.a', needed by `pokerth'. Stop).
edit2: adding translation apparently didn't work. I'll start a new post.
edit3: I only just realized that getting the translations done in time is a bit less urgent now that the translations are put into a datadir. Still, it'd be nice if the 0.6 release had all the translations right straight away.

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Re:Go for 0.6 - Developer Meeting

Posted by heyn - 2007/10/09 07:20

svn998 http://www.pokerth.net/components/com_joomlaboard/uploaded/files/pokn1998-0e09af35b717eb6dee01aee0182d4e6b.zip

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Re:Go for 0.6 - Developer Meeting

Posted by doitux - 2007/10/09 20:03

heyn wrote:

I have a question about the translations. Do you have a string freeze planned, or is one already in effect?

There will be a string-freeze. But there isnt one at the moment. I think it will come before the first public beta is out.

edit: Dutch translation for svn998 added (not fully tested because it doesn't compile for me at the moment: make: *** No rule to make target `lib/libpokerth_lib.a', needed by `pokerth'. Stop).

You could try to delete all makefiles and restart with a fresh qmake.
Still, it'd be nice if the 0.6 release had all the translations right straight away.
I fully agree with you ;-)

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