BG:EE Public Bugs - Bug #20657

[French] Autosave and Quicksaves should not overwrite each other

03/06/2016 04:59 PM - Denis Ribayrol

Status:	Closed - Fixed		**Start date:**	03/06/2016
Classification:	C - Minor		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:	2.2.66.0			
Found In Version:	2.0.59.1			

Description

1. Rename your Baldur.lua file so a clean one will be created.
2. Rename your save folder so a clean one will be created.
3. Launch BGEE.
4. From the Options screen (O), select Language -> French -> Done -> Back -> Back -> Quit Game.
5. Launch BGEE again, and start a new game with the Abdel pregen.
6. Quicksave 2 or 3 times (Q -> Q -> Q).
7. C:MoveToArea("AR2700");C:ExploreArea()
8. Locate the eastern edge of the map at x5000 y1800 and jump there.
9. Travel east.
10. On arrival, check your save folder for save games.

Observed:
There is a single save, folder name 'placeholder'.

Expected:
There should be multiple quicksave folders and an auto-save folder.

Notes:
Internal report #21389
Believe this applies to any language other than English.

Original notes;
In French, texts 32410 to 32419 are neither translated nor copied from English and are set to "placeholder". When trying to quick save the very first time, I got an error in game reporting that it failed. At that time the save directory didn't exist yet, it was the first time the game was run on the computer. However the save was created properly under the name "placeholder". Then loading the save and quick saving was not a problem anymore, except for the wrong name.
I couldn't force another appearence of the error message after removing directory Documents\Baldur's Gate - Enhanced Edition and restarting, however the wrong name is still used.
Note: strangely the game had kept my selection of French as game language. Is this because my Windows is in French?

When changing area (Lion's way to the Elminster meeting), the quick save was overwritten by the auto-save because both are using "placeholder" as name. I assume the final save would overwrite them too (and be overwritten).

Since all the new text use "placeholder", trying to create a shaman or talking to monks in Candlekeeps bring this word very often.

In my opinion, texts newly added (starting from 32332) should be added in all languages before release, in English if the translation couldn't be updated. That used to be the case in 1.2 and 1.3.

Windows 7, Beamdog version, using the autonomous client
V2.0.58.2 downloaded on the 5th of March.

History

#1 - 03/13/2016 08:11 AM - Denis Ribayrol

- Subject changed from [Windows] Wrong and conflicting name ("placeholder") for Quicksave and Autosave in French (due to newly added texts missing) to [Windows][French] Autosave and Quicksaves should not overwrite each other

- Found In Version changed from to 2.0.59.1

Description

1. Set the game language to French
2. Quit the game
3. Move away all saves from your save directory
4. Restart the game
5. Start a new game with any precreated character
6. Go to the Documents/Baldur's Gate - Enhanced Edition/save directory, notice a new save called "Placeholder"
7. Move around Candlekeep and make 4 quick saves
8. Go to Gorion and tell him you're ready
9. Play until Imoen joins the groupe
10. Go to the Documents/Baldur's Gate - Enhanced Edition/save directory, notice there is only one save game called "Placeholder"

Observed

- Go to the Documents/Baldur's Gate - Enhanced Edition/save directory, notice there is only one save game called "Placeholder"

Expected

- There should be an Auto-save and 4 Quick-saves

Details

In French, texts 32410 to 32419 are neither translated nor copied from English and are set to "placeholder". When trying to quick save the very first time, I got an error in game reporting that it failed. At that time the save directory didn't exist yet, it was the first time the game was run on the computer. However the save was created properly under the name "placeholder". Then loading the save and quick saving was not a problem anymore, except for the wrong name.

I couldn't force another appearence of the error message after removing directory Documents\Baldur's Gate - Enhanced Edition and restarting, however the wrong name is still used.

When changing area (Lion's way to the Elminster meeting), the quick save was overwritten by the auto-save because both are using "placeholder" as name. I assume the final save would overwrite them too (and be overwritten).

Since all save game names are the same, this problem will also impact final save.

Additionally, since all the new text use "placeholder", trying to create a shaman or talking to monks in Candlekeeps bring this word very often (see attached screen captures).

In my opinion, texts newly added (starting from 32332) should be added in all languages before release, in English if the translation couldn't be updated. That used to be the case in 1.2 and 1.3.

Windows 7, Beamdog version, using the autonomous client
V2.0.58.2 downloaded on the 5th of March.
With V2.0.59.1, there are new automated save game names (32728 and 32731-32737), although they don't seem to be used at this time. This problem will only get worse once these new saves are created.

#2 - 03/17/2016 06:05 AM - Richard Hilton

- Subject changed from [Windows][French] Autosave and Quicksaves should not overwrite each other to [French] Autosave and Quicksaves should not overwrite each other

- Description updated

#3 - 03/17/2016 06:07 AM - Richard Hilton

- Description updated

- Status changed from New to Submitted

#4 - 04/08/2016 02:48 PM - Denis Ribayrol

Although auto, quick and final save names have been added in the file for the final 2.0 version, the new "start of chapter" save names were not added, so the "placeholder" save being created and overwritten at each chapter change is still happening in V2.0.

Moreover I can't understand how Beamdog expects people to start playing in Candlekeep and have every single tutorial explanation or reply being just "placehodler" or to be allowed to pick a new class called "placeholder" described as "placeholder". Please at least insert English texts for all these new texts until the translation team can translate them! That's what was done previously during the 1.2 and 1.3 beta test phases.

#5 - 04/19/2016 09:04 AM - Anders Svensson

- Target version set to Next Update

#6 - 05/01/2016 01:52 PM - Richard Hilton

- Status changed from Submitted to Closed - Fixed

#7 - 05/18/2016 05:24 PM - Jeff "Cerevant" Payne

- Target version changed from Next Update to 2.2.66.0

Files

Placeholder_French.jpg	454 KB	03/06/2016	Denis Ribayrol
Autosave-placeholder.jpg	232 KB	03/06/2016	Denis Ribayrol
SaveDirectory_placeholder.png	40.7 KB	03/06/2016	Denis Ribayrol