

№1

Summary: iPhone 4. RU. The translation of the text is not displayed in the "Информация по предметам" section after choosing the Russian language

Description: The translation of the text is not displayed in the "Информация по предметам" section after choosing the Russian language

Steps to reproduce:

iPhone 4 iOS 7.1.2

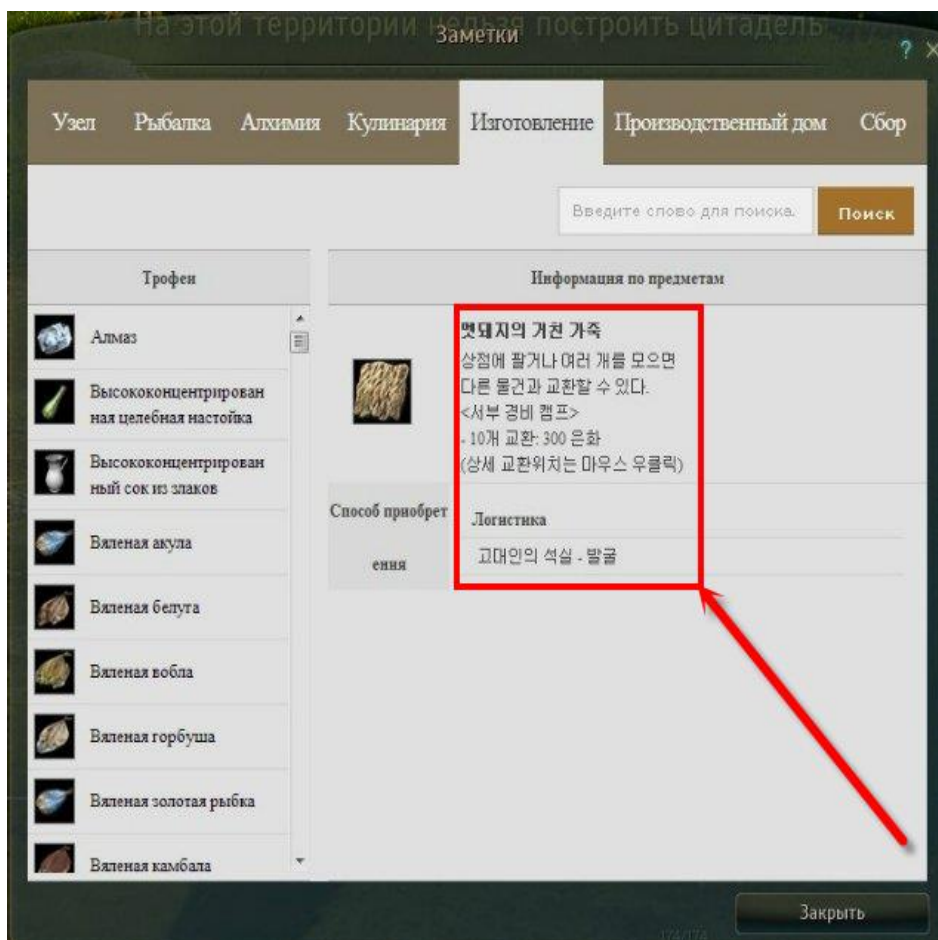
Build #133

1. Launch the "Adventure" game in RU language
2. Open the "Заметки" item
3. Go to the "Изготовление" tab
4. Pay attention to the text in the "Информация по предметам" section

Actual result: The translation of the text is not displayed in the "Информация по предметам" section after choosing the Russian language

Expected result: The translation of the text is shown in the "Информация по предметам" section after choosing the Russian language

Attached Files:



№2

Summary: iPad 2. ZH. Quest 356. The “unknown 14740” text is displayed in the dialog button after debriefing the quest #356

Description: The “unknown 14740” text is displayed in the dialog button after debriefing the quest #356

Steps to reproduce:

iPad 2 iOS 8.0.1

Build #90

1. Launch the "Super Town" game on ZH localization
2. Open the quest # 356 using cheats
3. Complete the quest
4. Pay attention to the button in the dialog

Actual result: The “unknown 14740” text is displayed in the dialog button after debriefing the quest #356

Expected result: The [id: quest_356_after_debrief] text is displayed in the dialog button after debriefing the quest #356

Attached Files:



№3

Summary: iPhone 4. DE. The "TIPP!" text is extended beyond the hint button in the game scenes

Description: The "TIPP!" text is extended beyond the hint button in the game scenes

Steps to reproduce:

iPhone 4 iOS 7.1.2

Build #67

1. Launch the "DeepTown" game in German
2. Start a new game
3. Skip the video
4. Pay attention to the hint button

Actual result: The "TIPP!" text is extended beyond the hint button in the game scenes

Expected result: The "TIPP!" text is displayed in the hint button in the game scenes

Attached Files:



№4

Summary: Win. Caucasus. The graphical artifact is shown near the team flag in the B1 square before the battle has started

Description: The graphical artifact is shown near the team flag in the B1 square before the battle has started

Steps to reproduce:

Win8.1 x64 Pro

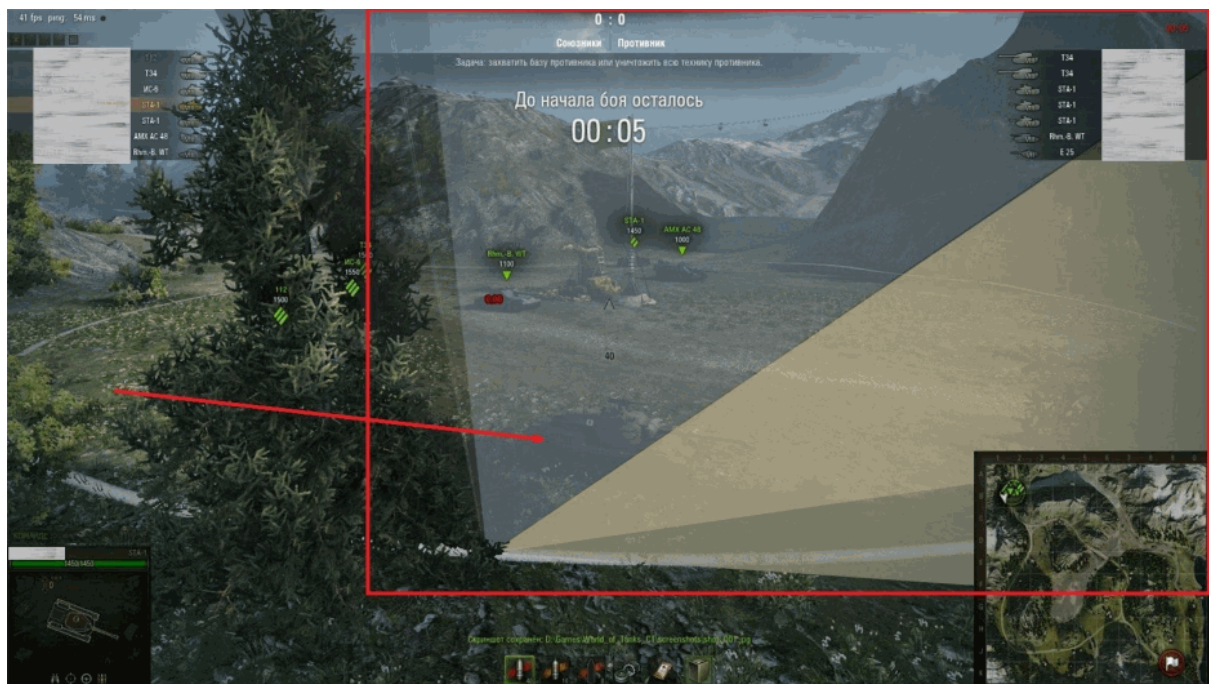
Patch #961 ST3

1. Launch the "Fly Drone" game and authorize
2. Choose any vehicle 4-10 tier
3. Go to the battle on the "Caucasus" map
4. Look around in the B1 square
5. Pay attention to the graphical artifact

Actual result: The graphical artifact is shown near the team flag in the B1 square before the battle has started

Expected result: The graphical artifact is not shown on the "Caucasus" map before the battle has started

Attached Files:



№5

Summary: Win. Hangar. The tank tracks of the tank model are not displayed in the hangar after selecting the "IS-7" tank

Description: The tank tracks of the tank model are not displayed in the hangar after selecting the "IS-7" tank

Steps to reproduce:

Win8.1 x64 Pro

Patch #961 ST3

1. Launch the test client of the "Tanks" game and log in
2. Explore and buy the "IS-7" tank
3. Inspect the model of the machine in the hangar
4. Pay attention to the tank tracks

Actual result: The tank tracks of the tank model are not displayed in the hangar after selecting the "IS-7" tank

Expected result: The tank tracks of the tank model are displayed in the hangar after selecting the "IS-7" tank

Attached Files:



No6

Summary: Win. RU. The "Archaeological Expedition" mini-game. The [id = 7418] text isn't corresponded to the lockit in the tutorial window after selecting the Russian language.

Description: The [id = 7418] text isn't corresponded to the lockit in the tutorial window after selecting the Russian language.

Steps to reproduce:

Win101 x64 Pro

Build # 90

1. Launch the "Hidden City" game.
2. Open the "Archaeological Expedition" mini-game for the first time.
3. Pay attention to the [id = 7418] text in the tutorial window.

Actual result: The [id = 7418] text isn't corresponded to the lockit in the tutorial window after selecting the Russian language.

Expected result: The [id = 7418] text is coincided with the lockit in the tutorial window after selecting the Russian language.

Attached Files:

