# Untranslated editor strings:

add comment here... [comment textbox]

~~cleanup [scripts area]~~ **FIXED**

Cloud variable [new variable dialog box - it’s already combining the translations of “cloud” and “variable”, but this’s not the right way for every language]

Discard contents of the current project? [creating new project]

Erase all [paint editor]

Error!

~~export [list monitor]~~ **FIXED**

hello [join block]

Hello! [say block]

Hmm... [think block]

~~import [list monitor]~~ **FIXED**

~~length [list monitor]~~ **FIXED**

~~large readout [reporter]~~ **FIXED**

~~Line width [paint editor]~~ **FIXED**

meow [default sprite sound]

message1 [broadcast blocks]

New Block

New Message

~~normal readout [reporter]~~ **FIXED**

previous backdrop [switch backdrop block]

Project did not load.

set slider min and max [reporter]

text [in the options section of new block dialog box]

thing [lit blocks]

video direction [monitor - currently showing wrong translation]

video motion [monitor - currently showing wrong translation]

Want to save? Click remix

Save a copy of this project and add your own ideas. [remix button tooltip]

Cannot Delete

To delete a block definition, first remove all uses of the block.

What’s your name [ask block]

world [join block]

Microphone volume

other scripts in stage [menu entry in stop-Block of the stage]

true

false

**Offline Editor**

Open

Save as

Share to website

Share to Scratch Website

Project name:

Your Scratch name:

Password:

Upload failed

Your Scratch name is required

Success

Your project has been uploaded to scratch.mit.edu

Check for updates

Update not needed

This is the current version.

Quit

Scratch 2 Offline Editor

Save project?

Don’t save

# Strings whose translations are not loading:

* ~~Backpack~~ **FIXED**
* backdrop1, costume1/2 (not translated unless a new project is created)
* Sprite1
* *~~right~~*~~,~~ *~~left~~*~~,~~ *~~up~~* ~~and~~ *~~down~~* ~~(in %d.direction menu.)~~ **FIXED**
* Rectangle (Shift: Square), Ellipse (Shift: Circle), Duplicate (Shift: Multiple), Vector Mode, convert to bitmap don’t show up (unless the stage is selected, or “convert to bitmap’ in the paint editor is clicked once)
* message1
* ~~Import (in the paint editor)~~ **FIXED**