

Kerbal Space Program - Bug #10135

A number on the upgrade button is overlapped by the money sign

07/19/2016 11:23 PM - RafaHdz

Status:	Acknowledged	Start date:	07/19/2016
Severity:	Normal	% Done:	100%
Assignee:			
Category:	Buildings		
Target version:			
Version:	PS4 - 1.1.0	Language:	English (US)
Platform:	PS4, XBoxOne	Mod Related:	No
Expansion:			

Description

Location: Space Center
Platform: PS4/XB1

Problem:

A number on the upgrade button used to upgrade buildings in the Space Center is slightly overlapped by the money sign. This results confusing when checking the amount of money needed to upgrade a facility, specially with the number 'one'.

Steps to reproduce:

- 1.- Choose career mode
- 2.- Proceed to the Space Center
- 3.- Press the B/Circle button on any of the buildings
- 4.- Observe the issue on the Upgrade button

Expected result:

A space should be added after the money sign so the number to upgrade is displayed clearly.

Screenshot:

History

#1 - 07/20/2016 05:59 PM - RafaHdz

- Severity changed from Normal to High

#2 - 07/25/2016 03:16 PM - RafaHdz

- File Money_Sign.png added

#3 - 07/28/2016 09:01 PM - sal_vager

- Severity changed from High to Normal

It affects play yes, but it doesn't break the game, sorry.

From the [wiki](#)

How Priority Helps

Priorities help us to figure out which issues need inspecting, reviewing and fixing first and foremost. Thus, the priority assigned to an issue needs to be as objective as possible; not a result of how much it affected your mission or current gameplay goals, but how much it affected the game itself. If you're unsure the following table should assist you in deciding what priority to assign an issue.

[Priority Table](#)

Priority	Description	Example Case
Critical	A large portion of the game is unplayable.	SPH is non-functional.
High	Game Breaking	Game crashes when transitioning Sol
Normal	Game Affecting, but not Game Breaking.	SAS is draining electricCharge incorrectly.

Low	Visual issue that occurs often, or Gameplay issue that can be avoided.	Landing Strip has texture artifacts.
Very Low	A visual issue that appears rarely and doesn't affect gameplay.	Audio-related error appears in log on occasion.
Unworthy	An issue that is slightly bothersome, occurs rarely, is not easily discovered, or is a matter of preference.	Collision mesh of some parts are slightly off.

#4 - 01/16/2018 04:04 AM - bewing

- Status changed from New to Acknowledged

- % Done changed from 0 to 100

Files

Money_Sign.png	670 KB	07/25/2016	RafaHdz
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