

## Kerbal Space Program - Bug #1610

### Overheat label overlaps fuel label

10/22/2013 05:31 PM - warwick

<b>Status:</b>	Closed	<b>Start date:</b>	10/22/2013
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>			
<b>Version:</b>	0.22	<b>Language:</b>	English (US)
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

In .21 (and still in .22), fuel and overheat labels were made wider, but overheat x position was not changed, so now the overheat label partly overlaps the fuel label, making it seem like a higher percentage of fuel remains than is actually the case.

#### History

##### #1 - 07/17/2016 09:25 AM - TriggerAu

- Status changed from New to Needs Clarification

##### #2 - 08/07/2016 12:31 PM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention