

Kerbal Space Program - Bug #18385

Messaging system - Duplicate

04/04/2018 05:07 PM - RusIVAN

Status:	Duplicate	Start date:	04/04/2018
Severity:	Low	% Done:	100%
Assignee:			
Category:	Controls and UI		
Target version:			
Version:	1.4.2	Language:	ру́сский (Russian)
Platform:	Windows	Mod Related:	No
Expansion:	Core Game		

Description

Hello! I noticed, that one strange thing appeared in version 1.4.2. It is too detailed messaging system. Now it send messages on any occasion. For example, many contract has the clause: "Keep stable for a 10 sec on orbit" - if I will have 10 contracts with this clause and my craft will be stable on orbit, I will receive 10 messages, that I execute it. It's very uncomfortable, because I can't see really important messages among this spam! Pls, fix this problem. In previous versions there isn't this problem. It appeared only in ver. 1.4.2. I also tried to show the essence of the problem in the screenshots. Thx.

Related issues:

Is duplicate of Kerbal Space Program - Bug #18267: Contract sub-notifications... **Closed** **03/29/2018**

History

#1 - 04/04/2018 09:13 PM - jclovis3

- Subject changed from Messaging system to Messaging system - Duplicate

This is a duplicate from Bug [#18267](#) (Contract sub-notifications popping up constantly).

#2 - 04/05/2018 02:07 PM - Squelch

- Is duplicate of Bug #18267: Contract sub-notifications popping up constantly added

#3 - 04/05/2018 02:07 PM - Squelch

- Status changed from New to Duplicate

- % Done changed from 0 to 100

Files

Inked20180402194933_1_LI.jpg	1.27 MB	04/04/2018	RusIVAN
Inked20180402194941_1_LI.jpg	1.41 MB	04/04/2018	RusIVAN
Inked20180402205944_1_LI.jpg	1.47 MB	04/04/2018	RusIVAN