Kerbal Space Program - Feedback #18579

New messages - Duplicate

04/17/2018 12:38 PM - Dr_Boady_Jargo

Status:	Duplicate		
Severity:	Low		
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.4.2	**Language:**	English (US)
Platform:	Windows	**Mod Related:**	No
Expansion:	Core Game		

Description

I really love your game.

However, the new 'New Message' functionallity drives me crazy.
The beacon starts showing new messages every time I complete part of a mission.
I end up having 50 new messages after a simple trip to the mun and back because *I'm stable for 10 seconds every once in a while.

- this is a requirement for another mission in which I have to bring a sattelite into a particular orbit.
  Can you please reverse this change?

Related issues:

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

History

#1 - 04/17/2018 09:48 PM - jclovis3

- Subject changed from New messages to New messages - Duplicate

Duplicate of Bug #18267

#2 - 04/17/2018 10:25 PM - Squelch

- Status changed from New to Duplicate

#3 - 04/17/2018 10:25 PM - Squelch

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