

## Kerbal Space Program - Feedback #19077

### Change request - Change Cyan HUD displays to higher contrast color against the sky

05/26/2018 05:14 AM - jclovis3

<b>Status:</b>	New		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Camera		
<b>Target version:</b>			
<b>Version:</b>	1.4.3	<b>Language:</b>	Deutsche (German), English (US), Español (Spanish), Français (French), Italiano (Italian), Português-Brazil (Portuguese-Brazil), русский (Russian), 日本語 (Japanese), 简体中文 (Chinese Simplified)
<b>Platform:</b>	Linux, OSX, PS4, Windows, XboxOne	<b>Mod Related:</b>	No
<b>Expansion:</b>	Making History		

#### Description

Please make text for Go-To markers (currently cyan) or other such marker identification selectively alternate to a contrasting darker color when the colors behind it are bright or of similar color. More often, HUD lines and text are more green than blue or cyan. Here is a good example:

[http://www.x-plane.com/images/v10/combat/target\\_in\\_sight.jpg](http://www.x-plane.com/images/v10/combat/target_in_sight.jpg)

At the very least, a simple color change would be in order and you should follow the accessibility guidelines on that. For this request though, I am asking for a more active logic that measures the colors behind the text to determine how best to change the text to be more visible. Often darker grey or black lines are easier to see when the background is bright. Then when you nose down (or point the camera) and see the ground or ocean, then the colors would revert back to a brighter color, preferably not cyan though.

#### Files

Cyan text 1.png	1.36 MB	05/26/2018	jclovis3
Cyan text 2.png	1.14 MB	05/26/2018	jclovis3