

Kerbal Space Program - Bug #5318

Map icons displayed in front of "Contract Complete" window in Tracking Station

08/11/2015 10:45 AM - achurch

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|------------------------|-----------------|---------------------|--------------|
| Status: | Closed | Start date: | 08/11/2015 |
| Severity: | Low | % Done: | 100% |
| Assignee: | | | |
| Category: | Controls and UI | | |
| Target version: | | | |
| Version: | 1.0.4 | Language: | English (US) |
| Platform: | Any | Mod Related: | No |
| Expansion: | | | |

Description

In the Tracking Station screen, if you open up a "Contract Complete" notification (or presumably other similar notifications), the window is displayed underneath icons for ships, orbit data, contract site markers, and so on.

To reproduce:

- 1) Put ships in orbit or accept Kerbin visual survey contracts so icons are displayed on the Tracking Station map screen.
- 2) Complete a contract, but do not open the completion notification.
- 3) Switch to the Tracking Station screen.
- 4) Open the contract completion notification.
- 5) Observe that the map icons are displayed in front of the window.

I've attempted to attach a sample save file and image demonstrating the problem (load the save, go to the Tracking Station, and open the notification), but I got internal server errors trying to attach the files. If they don't attach, I'll try again later.

History

#1 - 08/11/2015 01:01 PM - rudi1291

Tried it, doesn't look like the icons are on top. It looks a bit like that, because the notification window is transparent, but the font inside the notification window is still on top of the icons.

#2 - 08/11/2015 01:24 PM - achurch

I still can't attach files to demonstrate, but that's incorrect; the window is translucent (not transparent), as you can see by placing Kerbin or orbit lines behind the window.

#3 - 08/11/2015 04:05 PM - Kasuha

That wasn't that hard to reproduce. And yes, they get a bit annoying.

Screenshot for map view: <http://i.imgur.com/WM9c6Ot.png>

Screenshot of tracking station: <http://i.imgur.com/R2j5dnw.png>

There's also similar, even more annoying issue with the part's context menu and navball. Particularly for engines.

Screenshot: <http://i.imgur.com/t0LCQaZ.png>

#4 - 08/11/2015 04:11 PM - Kasuha

... and while I understand I'm driving it to more general level (incorrect ordering of graphical elements), this is what is completely driving me nuts in VAB/SPH when I want to check parameters (mass, size) of part of my ship.

Notice Engineer's report: <http://i.imgur.com/en5TKQd.png>

#5 - 08/11/2015 04:49 PM - RexKramer

- Status changed from New to Confirmed

- Severity changed from Very Low to Low

- % Done changed from 0 to 10

A related problem is that sometimes pop up information boxes are displayed with their contents at least partially off-screen. The example that has been bothering me is in the Astronaut Complex- the pop up info box for Kerbals is obscured off the bottom of the screen for Kerbals who appear at the bottom of a long list (12 or more).

It looks like the UI interface will be updated in the next release, so it is possible some of these issues will be eliminated.

#7 - 04/23/2016 01:37 PM - achurch

This appears to be fixed in version 1.1.0: the window now appears on top of the map icons, as expected.

#8 - 07/17/2016 09:46 AM - TriggerAu

- *Status changed from Confirmed to Needs Clarification*

- *% Done changed from 10 to 0*

#9 - 07/20/2016 10:59 AM - achurch

- *Status changed from Needs Clarification to Resolved*

- *% Done changed from 0 to 100*

#10 - 07/23/2016 07:11 AM - TriggerAu

- *Status changed from Resolved to Closed*