

Kerbal Space Program - Bug #6356

List of completed contracts can be seen on game main menu

12/26/2015 01:37 AM - Chrisd857

Status:	Needs Clarification	Start date:	12/26/2015
Severity:	Very Low	% Done:	0%
Assignee:			
Category:	Camera		
Target version:			
Version:	1.0.5	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Seen on 1.0.5.1028, Windows 10, no mods.

Method to reproduce:

- In a savegame at the Space Center, click the completed contracts listing in the upper-right corner when you have no completions to show so that is persistently open (showing "none")
- Quit to Main Menu, click "back"
- See that the "none" menu is not visible
- Go to the Settings page or watch any length of the credits animation
- Return to the main menu
- See that the "none" menu can now be seen on the main menu

I wasn't able to reproduce this with the Contracts list, just the completed contracts list.

History

#1 - 07/17/2016 09:41 AM - TriggerAu

- Status changed from New to Needs Clarification