

Kerbal Space Program - Bug #7740

Notifications for Science Overlaps

03/31/2016 12:05 AM - Aygen

Status:	Closed	Start date:	03/31/2016
Severity:	Low	% Done:	100%
Assignee:	Arsonide		
Category:	Gameplay		
Target version:	1.2.0		
Version:	Build 01172	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			
Description			
The Science notifications will overlap to the point of unreadability if many reports are extracted and put back into a capsule in rapid succession			
Related issues:			
Related to Kerbal Space Program - Bug #9326: Notification Texts overwrite eac...			Duplicate 04/19/2016

History

#1 - 04/05/2016 04:49 AM - bewing

- Status changed from New to Confirmed
- % Done changed from 0 to 10

Confirmed in build 1183. Report #7875 is a duplicate of this one.

#2 - 04/05/2016 09:26 AM - bewing

Report #8220 is another duplicate.

#4 - 04/08/2016 08:09 PM - jingej

- File screenshot82.png added

bug is still there

Kerbal Space Program - 1.1.0.1196 (WindowsPlayer)-pre
no mods

#5 - 04/13/2016 05:32 PM - sal_vager

- Assignee set to Arsonide

#6 - 04/21/2016 11:13 AM - sal_vager

- Related to Bug #9326: Notification Texts overwrite each other added

#7 - 07/30/2016 11:44 PM - TriggerAu

- Project changed from KSP Pre-Release to Kerbal Space Program
- Category changed from Science to 92
- Platform Windows added

#9 - 10/14/2016 02:39 AM - Squelch

- Status changed from Confirmed to Ready to Test
- Target version set to 1.2.0
- % Done changed from 10 to 80

Some logic was added to make multiple science report transfers readable while not filling the screen.

This should be fixed in KSP 1.2

#10 - 11/06/2016 08:07 PM - JPLRepo
- *Status changed from Ready to Test to Closed*
- *% Done changed from 80 to 100*

Closing as this was fixed in 1.2.0

Files			
Reports.png	1.59 MB	03/31/2016	Aygen
screenshot82.png	1.72 MB	04/08/2016	jingej