

Kerbal Space Program - Bug #9326

Notification Texts overwrite each other

04/19/2016 10:51 PM - micha

Status: Duplicate	Start date: 04/19/2016
Severity: Low	% Done: 100%
Assignee:	
Category: Camera	
Target version:	
Version: 1.1.0	Language: English (US)
Platform: Linux, Windows	Mod Related: No
Expansion:	
Description	
When a lot of notifications are triggered, the text overlays each other and looks very messy.	
Solution: Clear or scroll old text before rendering new text.	
Example to trigger:	
<ol style="list-style-type: none">1. Launch a new ship (a basic Mk1 capsule will do)2. Gather 3 different science experiments3. EVA Kerbal4. Right-Click on capsule, then click on "Take Data" and "Store Data"	
NB: Issue is likely on OSX as well, but cannot test this.	
Related issues:	
Related to Kerbal Space Program - Bug #7740: Notifications for Science Overlaps	Closed 03/31/2016

History

#1 - 04/20/2016 07:38 AM - Lysius

Also reported as 1.1prerelease Bug [#7740](#)

#2 - 04/21/2016 11:13 AM - sal_vager

- Related to Bug #7740: Notifications for Science Overlaps added

#3 - 04/21/2016 11:34 AM - sal_vager

- Status changed from New to Duplicate

- % Done changed from 0 to 100

Yep, duplicate of issue [#7740](#)

Files

KSP - Notification Text.png	435 KB	04/19/2016	micha
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