

## Kerbal Space Program - Feedback #9327

### Notification Text can be hard to read

04/19/2016 10:56 PM - micha

<b>Status:</b>	Needs Clarification		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Camera		
<b>Target version:</b>			
<b>Version:</b>	1.1.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Depending on background, the notification text can be very hard to read.  
(See the second set of green text in the attached image.)

#### Solution:

- Render text with translucent grey background to improve contrast.
- Have separate notification window which user can open/close/drag/resize/etc. for these notifications

#### History

##### #1 - 04/24/2016 04:41 PM - sal\_vager

- Tracker changed from Bug to Feedback

Yes, it can be hard to read depending on background, thank you for your feedback.

##### #2 - 07/17/2016 09:46 AM - TriggerAu

- Status changed from New to Needs Clarification

#### Files

KSP - Notification Text 2.png	213 KB	04/19/2016	micha
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