

## Kerbal Space Program - Feedback #9334

### Text labels in map view are moved down or hidden when other text labels are visible

04/20/2016 01:35 AM - Kirk

<b>Status:</b>	Closed		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Controls and UI		
<b>Target version:</b>	1.2.0		
<b>Version:</b>	1.1.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Right-clicking a periapsis or apoapsis marker to pin it, and then hovering over something else that produces a text label, makes the pinned text label move down.

It actually affects all text labels: there is a certain order among them, and if multiple are on screen they are placed along the Y axis as they would when they are close together, even if they are not. The screenshot shows the maneuver node label and periapsis label being pushed down, because of the Eve Encounter and Eve Escape labels.

This also means that if there are too many labels on the screen, some will be rendered as ellipses, or are hidden completely.

#### History

##### #1 - 04/21/2016 11:21 AM - sal\_vager

- *Tracker changed from Bug to Feedback*

This is expected behaviour, and not a bug.

The labels are deliberately moved down to prevent overlap when looking at the orbits edge on.

##### #2 - 04/22/2016 12:13 AM - Kirk

If there are more than 4 (if I remember correctly) labels anywhere on the screen, not all labels are displayed. Is this seriously by design?

##### #3 - 04/22/2016 05:40 AM - Kirk

- *File 20160422053821\_1.jpg added*

- *File 20160422053812\_1.jpg added*

Added two screenshots which show the difference between hovering over a maneuver node and not hovering over that maneuver node. The pinned Mun periapsis moves down and turns into an ellipsis.

##### #4 - 07/17/2016 09:46 AM - TriggerAu

- *Status changed from New to Needs Clarification*

##### #5 - 08/13/2016 12:05 AM - TriggerAu

- *Status changed from Needs Clarification to Confirmed*

- *% Done changed from 0 to 10*

##### #7 - 10/14/2016 01:34 AM - Squelch

- *Status changed from Confirmed to Ready to Test*

- *Target version set to 1.2.0*

- *% Done changed from 10 to 80*

The logic for text labels has been improved and should allow for many to be displayed at once without interfering with each other in KSP 1.2

**#8 - 11/18/2016 08:19 PM - JPLRepo**

- Status changed from Ready to Test to Closed

- % Done changed from 80 to 100

Closing. No response.

**Files**

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220200_screenshots_20160420032434_1.jpg	177 KB	04/20/2016	Kirk
20160422053821_1.jpg	143 KB	04/22/2016	Kirk
20160422053812_1.jpg	137 KB	04/22/2016	Kirk