ISXEVE - Feature - New #1642

Read UI Element - Game Action Status

2016-06-25 09:45 AM - bjcasey

Status:	New	**Start date:**	2016-06-25
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:			
vbulletin_issue_id:			

Description

There are many messages that can popup on the screen. For me, it's near the top middle of my screen and it is used to convey information about something I may have attempted to do like docking, using a modules when it can't be used, etc.

I'd like to be able to read the text for this UI Element.

Some example pictures are below:

Question_ExternalFactorsDialogue.PNG
Question_DockingDialogue.PNG
Question_CantLaunchDrones.PNG
Question_AttemptingToUsePassiveModule.PNG