

# Kerbal Space Program - Bug #24485

## Career mode parts purchase issues

12/06/2019 11:17 PM - BiggDich

<b>Status:</b>	Ready to Test	<b>Start date:</b>	12/06/2019
<b>Severity:</b>	Low	<b>% Done:</b>	80%
<b>Assignee:</b>			
<b>Category:</b>	Application		
<b>Target version:</b>	PS4 - Enhanced Edition 2020-02-19 Patch 11		
<b>Version:</b>	PS4 - Enhanced Edition 2019-12-05 Patch 9	<b>Language:</b>	English (US)
<b>Platform:</b>	PS4	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game, Making History		

### Description

With career mode I have unlocked most of the tech tree, but when highlighting parts several require me to purchase back in when I've already spent the cash to use the unlocked items. I am using the option to unlock with science but still require individual part purchases. I have repurchased the unlocked items again, and they show available for repurchase when the game is reopened. Seems to be in relation mostly to variants unlocked with the Making History expansion.

### History

#### #1 - 12/11/2019 07:10 PM - chris.fulton

- Status changed from New to Confirmed

- % Done changed from 0 to 10

If you purchase the part the first time the part unlocks successfully, but the duplicated parts still show up as "purchasable". It is not required to buy the part again and suggest buying only one of each part. A fresh save file will resolve this issue.

#### #2 - 02/20/2020 07:36 PM - chris.fulton

- Status changed from Confirmed to Ready to Test

- Target version set to PS4 - Enhanced Edition 2020-02-19 Patch 11

- % Done changed from 10 to 80