

## Kerbal Space Program - Bug #3550

### [Tech Tree Bug] When Tech Is Researched, The Next Batch Of Tech Doesn't Show

11/23/2014 10:15 AM - ARelientOwl

<b>Status:</b>	Closed	<b>Start date:</b>	11/23/2014
<b>Severity:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	0.25	<b>Language:</b>	English (US)
<b>Platform:</b>	Win32	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

When I go into the R&D lab to research new technology using science, I select the tech I want and choose to spend my points on but when I do this, the game doesn't show me the next bunch of parts on the tech tree. When I leave the R&D facility and then enter again, the tech tree has updated and shows me the next options along. This is annoying when I have a large amount of science to spend as I must constantly leave and enter the R&D facility after researching a single piece of technology. I have tried a clean reinstall on Steam, same issue. The game does it with and without mods regardless. When I click to research a piece of technology, the tech icon doesn't light up green to confirm I've researched it until I've left and re-entered the facility. I didn't have a problem in the older versions before 0.25. Any help?

#### History

##### #1 - 11/23/2014 12:23 PM - quietghost

- Status changed from New to Need More Info

I was unable to reproduce. You are using steam on windows? Can you post some screenshots of the issue?

##### #2 - 11/23/2014 01:48 PM - ARelientOwl

- Status changed from Need More Info to Confirmed

- % Done changed from 0 to 10

Correct, I'm using Steam on Windows 7. I just selected preferences, reverted to stable version (0.24) and then reinstall update 0.25 and it seems to have fixed the issue.

##### #3 - 11/23/2014 05:11 PM - Squelch

- Status changed from Confirmed to Closed

- % Done changed from 10 to 100

Thanks for reporting back. I'll close this one.

##### #4 - 12/01/2014 03:30 AM - Squelch

- Status changed from Closed to Resolved

##### #5 - 07/27/2015 05:56 PM - Squelch

- Platform Win32 added

- Platform deleted (Windows)

##### #6 - 07/17/2016 09:18 AM - TriggerAu

- Status changed from Resolved to Closed