

Kerbal Space Program - Bug #3974

Advanced MetalWorks lists Actuators as a requirement, but doesn't actually require it

01/17/2015 10:32 PM - hoorayimhelping

Status:	Duplicate	Start date:	01/17/2015
Severity:	Low	% Done:	100%
Assignee:			
Category:	Gameplay		
Target version:			
Version:	0.90	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

Playing Science mode on Hard difficulty, I was able to research Advanced MetalWorks even though I didn't have the required Actuators researched.

Related issues:

Is duplicate of Kerbal Space Program - Bug #3639: Tech Tree has unselectable ... **Closed** **12/02/2014**

History

#1 - 01/19/2015 09:48 AM - Squelch

- Status changed from New to Duplicate

- % Done changed from 0 to 100

There may or may not be a requirement for the lower technologies, and this needs to be documented. Please refer to the earlier report [#3639](#) which this report duplicates.

#2 - 01/19/2015 10:13 AM - hoorayimhelping

Squelch wrote:

There may or may not be a requirement for the lower technologies, and this needs to be documented. Please refer to the earlier report [#3639](#) which this report duplicates.

Sorry for the duplication, I searched but couldn't find anything. My bad.

Cheers!

#3 - 01/19/2015 11:12 AM - Squelch

hoorayimhelping wrote:

Sorry for the duplication, I searched but couldn't find anything. My bad.

No, thank you for pointing it out. The original wording would make it hard to find in a search, so revisiting it and further testing has highlighted the importance that this may bring.

Files

screenshot429.png	245 KB	01/17/2015	hoorayimhelping
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