Kerbal Space Program - Bug #20929

KSP - (In-game) Researched parts cant be bought

01/13/2019 02:20 PM - SubsonicMike

Status:	Closed		**Start date:**	01/13/2019
Severity:	Low		**% Done:**	100%
Assignee:				
Category:	Parts			
Target version:				
Version:	1.6.1		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Core Game			

Description

Afternoon,

So the bug I am having is around purchasing parts after they have been researched.
For 90% of parts the game is working fine, but for a couple it keeps duplicating them in the R&D building.

oO to give you the flow of what happens, in the VAB I want to use a part but it "Requires an entry purchase". So I go to R&D and purchase it. Then I go back to the VAB and it still says "Requires Entry purchase". So I go back to the R&D and the part has duplicated itself with the new duplicate not being purchased. So i purchase the part and go back to the VAB. In the VAB it still says "Requires Entry purchase". Going back again to the R&D I find the part has once again duplicated. I have repeated this 10 times or more and it will seemingly just keep duplicating. Pictures are attached to help and support what I described above.

I am running the game vanilla, no mods installed.

Thank you,

Michael

History

#1 - 01/13/2019 03:34 PM - 4x4cheesecake

Did you start the savegame in a previous version of KSP?
The part you try to buy is the old version of the FL-T400 Fuel Tank which should not be listed in the tech node at all but the game seem to have issues with old parts. There is also an issue with parts moved to another tech node during an update:
https://forum.kerbalspaceprogram.com/index.php?/topic/181187-large-engine-plates-absent-in-vab-after-update/

#2 - 01/13/2019 03:36 PM - SubsonicMike

Hello, when updating to 1.6.1 I started a new new game. Although there are two old save files still within the game. I will try removing these saves from the folder and do a fresh install. See if that cures it.

Thank you,

Michael

#3 - 01/16/2019 07:08 PM - SubsonicMike

Confirmed the bug is now fixed. Looks like the old saves were messing with the new save game.

Thank you for the help

#4 - 11/08/2019 03:26 PM - victorr

- Status changed from New to Resolved

- % Done changed from 0 to 100

#5 - 01/18/2020 02:40 AM - chris.fulton

- Status changed from Resolved to Closed

Files

screenshot406.png	234 KB	01/13/2019	SubsonicMike
screenshot404.png	257 KB	01/13/2019	SubsonicMike
screenshot405.png	2.53 MB	01/13/2019	SubsonicMike
screenshot402.png	250 KB	01/13/2019	SubsonicMike
screenshot401.png	257 KB	01/13/2019	SubsonicMike
screenshot403.png	2.52 MB	01/13/2019	SubsonicMike
screenshot400.png	2.52 MB	01/13/2019	SubsonicMike