

Kerbal Space Program - Bug #27112

Issue with acquiring SEQ-9 Cargo Module in Career mode with upgraded KSP install including "Breaking Ground" DLC

01/21/2021 09:05 PM - Caswallon

Status:	New	Start date:	01/21/2021
Severity:	Low	% Done:	0%
Assignee:			
Category:	Research & Development		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game		

Description

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In Career mode on an updated installation of KSP including "Breaking Ground", the SEQ-9 Cargo module cannot be purchased and appears multiple times in R&D.

Steps to Replicate:

1. Install KSP 1.10.1 & Breaking Ground 1.51
2. Install KSP 1.11.0 & Breaking Ground 1.6
3. Start Game and Create a new Career Mode
4. Uncheck "No Entry Purchase Required on Research"
5. Give yourself max Starting funds and Science
6. Upgrade Science and research up to "Advanced Exploration"
7. Attempt to buy and use SEQ-9

Expected: You should be able to purchase the SEQ-9 Cargo Module.

Result/Observed: The SEQ-9 Cargo Module appears multiple times in R&D and can be "initially" purchased, but is unusable in the SPH or VAB.

Fixes/Workarounds:

I was able to get the SEQ-9 part to work by removing the following directory

```
KSP_win64\GameData\SquadExpansion\Serenity\Parts\Cargo
```

This appears to be an issue with a conflict of the same/similar part being in both the main Squad parts list and the previous version of the Breaking Ground expansion.

Notes:

This may only apply to users installing directly from the Kerbal Space Program site, and not through Steam.

Forum Thread:

<https://forum.kerbalspaceprogram.com/index.php?/topic/199299-seq-9-shows-up-multiple-times-in-rd-but-unable-to-use-in-vab/>