

# Kerbal Space Program - Bug #4936

## Astronaut hire bug

05/05/2015 08:49 PM - Sonny\_Jim

<b>Status:</b>	Closed	<b>Start date:</b>	05/05/2015
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>			
<b>Version:</b>	1.0.1	<b>Language:</b>	English (US)
<b>Platform:</b>	Any	<b>Mod Related:</b>	No
<b>Expansion:</b>			

### Description

Copied from here:

<http://forum.kerbalspaceprogram.com/threads/119469-Bug-Hire-Astronaut-Cost>

KSP Version: v1.0.2.842 Windows 8.1 Pro 64-bit

What Happens: When you hire a new astronaut it doesn't subtract the hire cost of that astronaut but the cost of the NEXT astronaut.

Mods/ Add-Ons: All stock.

Steps to Replicate:

1. Go to the Astronaut Complex.
2. Hire a new astronaut.

Result: Your funds have decreased by the cost of hiring the NEXT astronaut instead of the one you just hired.

Fixes/Workarounds: None.

Other Notes/Pictures/Log Files:

- Images Link: <http://imgur.com/a/3Nj1H>

### History

#### #1 - 07/17/2016 09:28 AM - TriggerAu

- Status changed from Confirmed to Needs Clarification

- % Done changed from 10 to 0

#### #2 - 08/09/2016 01:51 PM - TriggerAu

- Status changed from Needs Clarification to Closed

- % Done changed from 0 to 100

Closing this report out for now. If you find it is still occurring in the latest version of KSP please open a new report (and this one can be linked to it.) For best results, the wiki contains really useful info for when creating a report <http://bugs.kerbalspaceprogram.com/projects/ksp/wiki>.

You can also ask questions about the bug cleanup in the forum here:

<http://forum.kerbalspaceprogram.com/index.php?/topic/143980-time-to-clean-up-the-bug-tracker/> and tag @TriggerAu to get my attention