

## Kerbal Space Program - Feedback #9931

### "Science Tech" R&D node should be renamed "Resource Tech"

06/13/2016 01:49 AM - bewing

<b>Status:</b>	Closed		
<b>Severity:</b>	Very Low		
<b>Assignee:</b>			
<b>Category:</b>	Gameplay		
<b>Target version:</b>	1.2.0		
<b>Version:</b>	1.1.3	<b>Language:</b>	English (US)
<b>Platform:</b>	Linux, OSX, Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

The name of the "Science Tech" R&D tree is somewhat misleading. Any new player would assume that the two pieces of equipment in it would be scientific equipment that generate science points. But they don't. The surface and survey scanners only provide resource (ore) information. Of course, if any new resources get created, their scanner equipment should probably go in here, too.

#### History

##### #1 - 07/17/2016 09:57 AM - TriggerAu

- Status changed from New to Needs Clarification

##### #2 - 07/25/2016 06:32 AM - bewing

- Status changed from Needs Clarification to Updated

- % Done changed from 0 to 10

- Version changed from 1.1.2 to 1.1.3

##### #4 - 10/13/2016 12:47 PM - Squelch

- Status changed from Updated to Ready to Test

- Target version set to 1.2.0

- % Done changed from 10 to 80

"Science Tech" has now been renamed to "Scanning Tech" to reflect the additional parts, and the purpose of this node in KSP 1.2

##### #5 - 11/18/2016 08:09 PM - JPLRepo

- Status changed from Ready to Test to Closed

- % Done changed from 80 to 100

Closing. No response.