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| Issue | Replicate? | Cause | Fix |
| Saved perks not loading correctly. | Load saved data on the LMG | Unknown | Unknown |
| Transparency failing to update on perk options. | Choose a perk for a weapon. | Use Cache bool enabled on image component. | Set image.sprite to null before changing perk icon |
| Dismantled items not adding to inventory if previously full. | Dismantle an item from a full inventory. | Items being added before previous item is removed. | Change when dismantled items are added. |
| Perk unlocks not functioning correctly. | Level-up a weapon and check the perks. | Unlocking perk trees that aren’t being used. | Unlock only perk trees being used by the weapon. |
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