



Initialize engine version: 4.5.2f1 (9abb1b59b47c)
GfxDevice: creating device client; threaded=1
Direct3D:
Version: Direct3D 9.0c [aticfx64.dll 8.17.10.1280]
Renderer: AMD Radeon HD 7800 Series
Vendor: ATI
VRAM: 2030 MB (via DXGI)
Caps: Shader=30 DepthRT=1 NativeDepth=1 NativeShadow=1 DF16=1 INTZ=1 RAWZ=0
NULL=1 RESZ=1 SlowINTZ=1
Begin MonoManager ReloadAssembly
Platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space
program\ksp_x64_Data\Managed\UnityEngine.dll (this message is harmless)
Loading C:\program files (x86)\steam\steamapps\common\kerbal space
program\ksp_x64_Data\Managed\UnityEngine.dll into Unity Child Domain
Platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space
program\ksp_x64_Data\Managed\Assembly-CSharp-firstpass.dll (this message is harmless)
Loading C:\program files (x86)\steam\steamapps\common\kerbal space
program\ksp_x64_Data\Managed\Assembly-CSharp-firstpass.dll into Unity Child Domain
Platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space
program\ksp_x64_Data\Managed\Assembly-CSharp.dll (this message is harmless)
Loading C:\program files (x86)\steam\steamapps\common\kerbal space
program\ksp_x64_Data\Managed\Assembly-CSharp.dll into Unity Child Domain
Platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space
program\ksp_x64_Data\Managed\Assembly-UnityScript-firstpass.dll (this message is
harmless)
Loading C:\program files (x86)\steam\steamapps\common\kerbal space
program\ksp_x64_Data\Managed\Assembly-UnityScript-firstpass.dll into Unity Child Domain
Platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space
program\ksp_x64_Data\Managed\Assembly-UnityScript.dll (this message is harmless)
Loading C:\program files (x86)\steam\steamapps\common\kerbal space
program\ksp_x64_Data\Managed\Assembly-UnityScript.dll into Unity Child Domain
Platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space
program\ksp_x64_Data\Managed\Mono.Cecil.dll (this message is harmless)
Loading C:\program files (x86)\steam\steamapps\common\kerbal space
program\ksp_x64_Data\Managed\Mono.Cecil.dll into Unity Child Domain
Platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space

program\ksp_x64_Data\Managed\Mono.Cecil.Mdb.dll (this message is harmless)
Loading C:\program files (x86)\steam\steamapps\common\kerbal space
program\ksp_x64_Data\Managed\Mono.Cecil.Mdb.dll into Unity Child Domain
Platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space
program\ksp_x64_Data\Managed\Mono.Cecil.Pdb.dll (this message is harmless)
Loading C:\program files (x86)\steam\steamapps\common\kerbal space
program\ksp_x64_Data\Managed\Mono.Cecil.Pdb.dll into Unity Child Domain
Platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space
program\ksp_x64_Data\Managed\xmlidiffpatch.dll (this message is harmless)
Loading C:\program files (x86)\steam\steamapps\common\kerbal space
program\ksp_x64_Data\Managed\xmlidiffpatch.dll into Unity Child Domain
Platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space
program\ksp_x64_Data\Managed\XmlDiffPatch.View.dll (this message is harmless)
Loading C:\program files (x86)\steam\steamapps\common\kerbal space
program\ksp_x64_Data\Managed\XmlDiffPatch.View.dll into Unity Child Domain
Platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space
program\ksp_x64_Data\Managed\TDx.TDxInput.dll (this message is harmless)
Loading C:\program files (x86)\steam\steamapps\common\kerbal space
program\ksp_x64_Data\Managed\TDx.TDxInput.dll into Unity Child Domain
- Completed reload, in 0.042 seconds

<RI> Initializing input.

<RI> Input initialized.

desktop: 1920x1080 60Hz; virtual: 3600x1080 at -1680,0

Platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space
program\ksp_x64_Data\Managed\System.Core.dll (this message is harmless)
Platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space
program\ksp_x64_Data\Managed\System.dll (this message is harmless)
Platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space
program\ksp_x64_Data\Managed\System.Xml.dll (this message is harmless)
Shader 'AtmosphereFromGround': fallback shader 'None' not found
Launcher Settings File doesn't exist

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Launcher after checking file: True

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Assembly): EnhancedNavBall/Plugins/EnhancedNavBall

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

AssemblyLoader: Loading assembly at C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\EnhancedNavBall\Plugins\EnhancedNavBall.dll

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Assembly): ModStatistics/Plugins/JsonFx

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

AssemblyLoader: Loading assembly at C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\ModStatistics\Plugins\JsonFx.dll

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Assembly): ModStatistics/Plugins/ModStatistics-1.0.3

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

AssemblyLoader: Loading assembly at C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\ModStatistics\Plugins\ModStatistics-1.0.3.dll

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

AssemblyLoader: Loading assemblies

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Non platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space program\GameData\EnhancedNavBall\Plugins\EnhancedNavBall.dll (this message is harmless)

Non platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space program\GameData\ModStatistics\Plugins\JsonFx.dll (this message is harmless)

Non platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space program\GameData\ModStatistics\Plugins\ModStatistics-1.0.3.dll (this message is harmless)

AddonLoader: Instantiating addon 'ModStatistics' from assembly 'ModStatistics-1.0.3'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio):

KWRocketry/Parts/Fairings/KW12mExpandedFairingCone/part1m/Sounds/sound_dec

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space program\ksp_x64_Data\Managed\Boo.Lang.dll (this message is harmless)

Platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space program\ksp_x64_Data\Managed\Mono.Security.dll (this message is harmless)

[ModStatistics] Running version 7

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio):

KWRocketry/Parts/Fairings/KW12mExpandedFairingCone/part2m/Sounds/sound_dec

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): KWRocketry/Parts/Fairings/KW12mFairingCone/part1m/Sounds/sound_dec

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): KWRocketry/Parts/Fairings/KW12mFairingCone/part2m/Sounds/sound_dec

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio):

KWRocketry/Parts/Fairings/KW3mExpandedFairingCone/part/Sounds/sound_dec

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

[ModStatistics] report-0.json sent successfully

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): KWRocketry/Parts/Fairings/KW3mFairingCone/part/Sounds/sound_dec

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio):

KWRocketry/Parts/Fairings/KW5mExpandedFairingCone/part/Sounds/sound_dec

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): KWRocketry/Parts/Fairings/KW5mFairingCone/part/Sounds/sound_dec

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): KWRocketry/Soundbank/sound_allloop

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): KWRocketry/Soundbank/sound_altloop2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): KWRocketry/Soundbank/sound_liq1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): KWRocketry/Soundbank/sound_liq10

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): KWRocketry/Soundbank/sound_liq2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): KWRocketry/Soundbank/sound_liq3

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): KWRocketry/Soundbank/sound_liq4

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): KWRocketry/Soundbank/sound_liq5

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): KWRocketry/Soundbank/sound_liq6

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): KWRocketry/Soundbank/sound_liq7

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): KWRocketry/Soundbank/sound_liq8

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): KWRocketry/Soundbank/sound_liq9

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): KWRocketry/Soundbank/sound_sep motor

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): KWRocketry/Soundbank/sound_sps

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): KWRocketry/Soundbank/sound_spsloop

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): KWRocketry/Soundbank/sound_srb1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): KWRocketry/Soundbank/sound_srb2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): KWRocketry/Soundbank/sound_srb3

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): KWRocketry/Soundbank/sound_srb4

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): KWRocketry/Soundbank/sound_srbloop

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): Squad/Parts/Utility/LandingLeg/sounds/sound_servomotor

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): Squad/Parts/Utility/launchClamp1/part/Sounds/sound_decoupler_fire_quietkw

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): Squad/Sounds/editorLoop01

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): Squad/Sounds/sound_ambience_nature

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): Squad/Sounds/sound_click_flick

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): Squad/Sounds/sound_click_latch

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): Squad/Sounds/sound_click_sharp

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): Squad/Sounds/sound_click_tick

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): Squad/Sounds/sound_click_tock

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): Squad/Sounds/sound_decoupler_fire

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): Squad/Sounds/sound_delete_bin

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): Squad/Sounds/sound_explosion_debris1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): Squad/Sounds/sound_explosion_debris2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): Squad/Sounds/sound_explosion_large

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): Squad/Sounds/sound_rocket_mini

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): Squad/Sounds/sound_rocket_spurts

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): Squad/Sounds/sound_tab_extend

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Audio): Squad/Sounds/sound_tab_retreat

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): EnhancedNavBall/Resources/navball24

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): EnhancedNavBall/Resources/navball32

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Flags/KWFlag01

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Flags/KWFlag02

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Flags/KWFlag03

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Flags/KWFlag04

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Flags/KWFlag05

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Flags/KWFlag06

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Aero/150mSRBTop/150mSRBConeNormal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Aero/150mSRBTop/150mSRBConeSmall

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Aero/KWNoseCone/1mNosecone

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Aero/KWNoseCone/1mNoseconeNormal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Control/KWRadialSAS/2mRadSAS

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Control/KWRadialSAS/2mRadSASNormals_NRM

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Electrical/LargeRadialBatteries/LargeBatteries8bit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture):

KWRocketry/Parts/Electrical/LargeRadialBatteries/LargeBatteriesEmissiveLights

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Electrical/LargeRadialBatteries/LargeBatteriesNormal_NRM

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Electrical/SmallRadialBatteries/SmallBatteries8bit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture):

KWRocketry/Parts/Electrical/SmallRadialBatteries/SmallBatteriesEmissiveLights

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Electrical/SmallRadialBatteries/SmallBatteriesNormal_NRM

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/1mMaverick1D/KW1mengineMaverick8bit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/1mMaverick1D/KW1mengineMaverickF1Emis

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture):

KWRocketry/Parts/Engines/1mMaverick1D/KW1mengineMaverickNormal_NRM

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/1mVestaVR1/KW1mengineVesta18bit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/1mVestaVR1/KW1mengineVesta1Normal_NRM

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/1mVestaVR1/KW1mengineVestaF1Emis

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/1mWildcat5/KW1mengineWildCat8bit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/1mWildcat5/KW1mengineWildCatEmissive

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/1mWildcat5/KW1mengineWildCatNormal_NRM

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/2mGriffonG8D/2mGriffon8bitNormal_NRM

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/2mGriffonG8D/2mGriffonF2b

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/2mGriffonG8D/2mGriffonF2bEmiss2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/2mMaverickV/2mworkhorse

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/2mMaverickV/2mworkhorseF1Emiss

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/2mMaverickV/2mworkhorseNormal_NRM

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/2mSPS/KW2mengineSPS8bit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/2mSPS/KW2mengineSPSF1Emiss

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/2mSPS/KW2mengineSPSNorm_NRM

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/2mVestaVR9D/efish2m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/2mVestaVR9D/efish2mF1Emiss

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/2mVestaVR9D/efish2mNormal_NRM

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/3mGriffonXX/3mgriffon8BitEmissive

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/3mGriffonXX/3mgriffonF1N

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/3mGriffonXX/3mgriffonNormal_NRM

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/3mTitanI/KW3mengineTitan18bit2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/3mTitanI/KW3mengineTitan18bitNormal_NRM

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/3mTitanI/KW3mengineTitan1F1Emiss8bit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/3mWildcatXR/3mupperstageF1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/3mWildcatXR/3mupperstageF1Emiss

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/3mWildcatXR/3mupperstageNormal_NRM

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/5mEngines/5mGriffonF18bit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/5mEngines/5mGriffonF18bitEmissive

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/5mEngines/5mGriffonF18bitNormal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/5mEngines/5mG_NamePlates_F18bit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/5mEngines/5mG_NamePlates_F18bitNormal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/5mEngines/5mtitan8bit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/5mEngines/5mtitan8bitEmissive

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Engines/5mEngines/5mtitan8bitNormal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture):

KWRocketry/Parts/FairingBases/KWExpandedFairingBase/KW2mExpandedFairingBase8bit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture):

KWRocketry/Parts/FairingBases/KWExpandedFairingBase/KW2mExpandedFairingBaseNormal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/FairingBases/KWFairingBase/KW2mFairingBase8bit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/FairingBases/KWFairingBase/KW2mFairingBaseNormal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Fairings/UnifiedFairings/UnifiedFairingF18Bit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Fairings/UnifiedFairings/UnifiedFairingF1_Normal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Fairings/UnifiedFairings5m/5mFairingUnified8Bit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Fairings/UnifiedFairings5m/5mFairingUnified8BitNormal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Fuel/KWSidetank/KW2mSidetank8Bit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Fuel/KWSidetank/KW2mSidetankNormal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Fuel/KW_Universal_Tanks/1_25ShaftsF1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Fuel/KW_Universal_Tanks/1_25ShaftsF1Normal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Fuel/KW_Universal_Tanks/2014UnifiedadaptersF18Bit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture):

KWRocketry/Parts/Fuel/KW_Universal_Tanks/2014unifiedadaptersF18BitNormal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Fuel/KW_Universal_Tanks/2_50ShaftsF1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Fuel/KW_Universal_Tanks/2_50ShaftsF1Normal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Fuel/KW_Universal_Tanks/3_75ShaftsF1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Fuel/KW_Universal_Tanks/3_75ShaftsF1Normal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Fuel/KW_Universal_Tanks/5_00ShaftsF1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Fuel/KW_Universal_Tanks/5_00ShaftsF1Normal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Fuel/KW_Universal_Tanks/EndCapF1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Fuel/KW_Universal_Tanks/EndCapF1Norm

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Fuel/KW_Universal_Tanks/PancakeF1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Fuel/KW_Universal_Tanks/PancakeF1Norm

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Fuel/KW_Universal_Tanks/RCSInnerF1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Fuel/KW_Universal_Tanks/RCSInnerF1Normal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/RCS/KWrCsPod/rcspod8Bit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/RCS/KWrCsPod/rcspodNormals_NRM

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/RCS/KWrCsQuad/KWrCsQuad8bit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/RCS/KWrCsQuad45/RCSquad45

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Solids/025mGlobe/GlobeI8bit512

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Solids/025mGlobe/GlobeIEmissive

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Solids/025mGlobe/GlobeINormal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Solids/075mAeroSRBs/075mAerosrbF1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Solids/075mAeroSRBs/075mAerosrbF1Emiss

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Solids/075mAeroSRBs/075mAerosrbNormal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Solids/150mSRBs/150mSRB8Bit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Solids/150mSRBs/150mSRBEmiss

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Solids/150mSRBs/150mSRBNormal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Solids/250mInlineThor/InlineThor8bit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Solids/250mInlineThor/InlineThor8bitEmissive

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Solids/250mInlineThor/InlineThor8bitNormal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Solids/250mSRBThor/KWThor

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Solids/250mSRBThor/ThorEmissive

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Solids/250mSRBThor/ThorNormal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Solids/SRB ullage/ullage8Bit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Solids/SRB ullage/ullageNormal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Structural/KW3mDockingRing/UVW3mDocking8bit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Structural/KW3mDockingRing/UVW3mDockingNormal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture):

KWRocketry/Parts/Structural/KW3mDockingRing/UVW3mDockingNormal_NRM

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Structural/KWDecoupler/flatdecoupler Normal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Structural/KWDecoupler/flatdecouplerx512

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Structural/KWFlatadapter2x1/2x1FlatAdaptor

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Structural/KWFlatadapter2x1/2x1Normal_NRM

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Structural/KWFlatadapter3x1/3x1FlatAdapter

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Structural/KWFlatadapter3x1/3x1Normal_NRM

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Structural/KWFlatadapter3x2/3x2Flatadapter

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Structural/KWFlatadapter3x2/3x2Normal_NRM

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Structural/kwstrutConnectorHeavy/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): KWRocketry/Parts/Structural/kwstrutConnectorMedium/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): NASAMission/Flags/NASA

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): NASAMission/Parts/GrapplyingDevice/grabberDiffuse

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): NASAMission/Parts/GrapplyingDevice/window

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): NASAMission/Parts/LaunchEscapeSystem/LES_Diffuse

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): NASAmission/Parts/MassiveSRB/solid_booster_cm

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): NASAmission/Parts/MassiveSRB/solid_booster_em

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): NASAmission/Parts/MassiveSRB/solid_booster_nm

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): NASAmission/Parts/PotatoRoid/squareButton

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): NASAmission/Parts/Size2LFB/Size2LFBEmissive

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): NASAmission/Parts/Size2LFB/twin_nozzle_booster_cm

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): NASAmission/Parts/Size2LFB/twin_nozzle_booster_nm

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): NASAmission/Parts/Size3AdvancedEngine/decoupler_and_adaptor_cm

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): NASAmission/Parts/Size3AdvancedEngine/Size3AdvancedEngineDiffuse

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): NASAmission/Parts/Size3AdvancedEngine/Size3AdvancedEngineEmissive

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): NASAmission/Parts/Size3AdvancedEngine/Size3AdvancedEngineNormal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): NASAmission/Parts/Size3Decoupler/decoupler_and_adaptor_cm

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): NASAmission/Parts/Size3Decoupler/decoupler_and_adaptor_nm

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): NASAmission/Parts/Size3EngineCluster/ClusterEngineEmit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): NASAmission/Parts/Size3EngineCluster/four_nozzle_engine_cm

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): NASAmission/Parts/Size3EngineCluster/four_nozzle_engine_nm

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): NASAmission/Parts/Size3LargeTank/fuelTanks_cm

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): NASAmission/Parts/Size3MediumTank/fuelTanks_cm

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): NASAmission/Parts/Size3SmallTank/fuelTanks_cm

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): NASAmission/Parts/Size3To2Adapter/decoupler_and_adaptor_cm

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): NASAmission/Parts/Size3To2Adapter/decoupler_and_adaptor_nm

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/C7AerospaceDivision

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/C7AerospaceDivision_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/DinkelsteinKermansConstructionEmporium

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/DinkelsteinKermansConstructionEmporium_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/ExperimentalEngineering

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/ExperimentalEngineering_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/FlooydResearchLab

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/FlooydResearchLab_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/GoliathNationalProducts

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/GoliathNationalProducts_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/IntegratedIntegrals

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/IntegratedIntegrals_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/IonicSymphonicProtonicElectronics

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/IonicSymphonicProtonicElectronics_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/JebsJunkyard

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/JebsJunkyard_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/KerbalMotion

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/KerbalMotion_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/KerbinWorldFirstRecordKeepingSociety

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/KerbinWorldFirstRecordKeepingSociety_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/Kerbodyne

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/Kerbodyne_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/Kerlington

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/Kerlington_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/MaxoConstructionToys

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/MaxoConstructionToys_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/MovingPartsExpertsGroup

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/MovingPartsExpertsGroup_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/OMBDemolition

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/OMBDemolition_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/PeriapsisCo

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/PeriapsisCo_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/Probodobodyne

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/Probodobodyne_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/R&D

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/R&D_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/ReactionSystemsLtd

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/ReactionSystemsLtd_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/Rockomax

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/Rockomax_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/Rokea

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/Rokea_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/SeansCannery

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/SeansCannery_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/SteadlerEngineeringCorps

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/SteadlerEngineeringCorps_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/StrutCo

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/StrutCo_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/Vac-Co

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/Vac-Co_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/WinterOwl

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/WinterOwl_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/ZaltonicElectronics

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Agencies/ZaltonicElectronics_scaled

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/09

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/blurbs

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/bullseye

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/capsule

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/circles

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/default

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/hexagon

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/hexagonCircles

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/kerbal1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/kerbal2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/kerbin

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/kerbinmunflag

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/line

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/minimalistic

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/orbit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/orbs

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/retro

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/rings

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/rocketScience

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/satellite

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/spheres

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/squadLogo

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/squadLogo2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/stripes

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/trees

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Flags/trippy

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/FX/rocketplume2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/FX/shockDiamond2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/FX/smokepuff1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/advancedCanard/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/advancedCanard/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/Ailerons/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/Ailerons/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/airplaneTail/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/airplaneTail/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/CanardController/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/CanardController/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/deltaWing/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/deltaWing/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/NoseCone/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/noseConeAdapter/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/noseConeAdapter/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/rocketNoseCone/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/smallCtrlSrf/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/standardNoseCone/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/standardNoseCone/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/sweptWing/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/sweptWing/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/sweptWing/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/tailfin/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/tailfin/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/wingConnector/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/wingConnector/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/winglet/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/winglet/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/winglet2/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/winglet2/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Aero/winglet3/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/advSasModule/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/advSasModule/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/asasmodule1-2/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/asasmodule1-2/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/avionicsNoseCone/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/crewCabin/cabin

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/crewCabin/cabin_n

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/crewCabin/window

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/cupola/ksp_l_cupola_diff

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/cupola/ksp_l_cupola_normal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/cupola/window

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/landerCabinSmall/ksp_s_landerCan_diff

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/landerCabinSmall/ksp_s_landerCan_normal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/landerCabinSmall/window

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/Mark1Cockpit/Mk1C

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/Mark1Cockpit/Mk1C_NRM

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/Mark1Cockpit/window

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/Mark2Cockpit/CockpitDiffuse

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/Mark2Cockpit/CockpitNRM2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/Mark2Cockpit/ladder

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/Mark2Cockpit/window

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/mark3Cockpit/c7fuselagemk3C_COLOR copy

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/mark3Cockpit/ladder

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/mark3Cockpit/MK3NRM

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/mark3Cockpit/window

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/Mk1-2Pod/ladder

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/Mk1-2Pod/mk 1-2 external shell Variant-Hatch NRM

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/Mk1-2Pod/mk 1-2 external shell Variant-Hatch

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/Mk1-2Pod/walls

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/Mk1-2Pod/window

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/mk1pod/hatch

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/mk1pod/ladderrung

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/mk1pod/outer shell NRM

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/mk1pod/outer shell

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/mk1pod/window

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/mk2LanderCabin/ladder

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/mk2LanderCabin/outershell

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/mk2LanderCabin/outershell_n

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/mk2LanderCabin/window

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/probeCoreCube/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/probeCoreCube/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/probeCoreHex/ksp_m_hexProbe_diff

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/probeCoreHex/ksp_m_hexProbe_normal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/probeCoreOcto/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/probeCoreOcto/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/probeCoreOcto2/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/probeCoreSphere/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/probeCoreSphere/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/probeStackLarge/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/probeStackLarge/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/probeStackSmall/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/probeStackSmall/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/sasModule/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/sasModule/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/sasModule/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Command/seatExternalCmd/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Electrical/batteryBank/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Electrical/batteryBank/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Electrical/batteryBankLarge/ksp_I_batteryPack_diff

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Electrical/batteryBankLarge/ksp_l_batteryPack_normal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Electrical/batteryBankMini/ksp_m_batteryPack_diff

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Electrical/batteryPack/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Electrical/ksp_r_largeBatteryPack/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Electrical/largeSolarPanel/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Electrical/RTG/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Electrical/solarPanels1/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Electrical/solarPanels1/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Electrical/solarPanels1/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Electrical/solarPanels2/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Electrical/solarPanels2/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Electrical/solarPanels2/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Electrical/solarPanels3/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Electrical/solarPanels3/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Electrical/solarPanels3/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Electrical/solarPanels4/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Electrical/solarPanels4/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Electrical/solarPanels4/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Electrical/solarPanels5/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/engineLargeSkipper/ksp_l_midrangeEngine_diff

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/engineLargeSkipper/ksp_l_midrangeEngine_emissive

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/engineLargeSkipper/ksp_l_midrangeEngine_fairing_diff

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/engineLargeSkipper/ksp_l_midrangeEngine_fairing_norm

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/engineLargeSkipper/ksp_l_midrangeEngine_normal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/ionEngine/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/JetEngine/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/JetEngine/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngine1/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngine1/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngine1/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngine1/model003

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngine1/model004

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngine1-2/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngine1-2/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngine1-2/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngine1-2/model003

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngine1-2/model004

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngine2/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngine2/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngine2/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngine2/model003

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngine2-2/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngine2-2/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngine2-2/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngine2-2/model003

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngine3/bigfairing

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngine3/engine3

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngine3/engine3_emissive

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngine3/engine3_n

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngineMini/ksp_m_liquidEngine_diff

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngineMini/ksp_m_liquidEngine_norm

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngineMini/ksp_m_liquidFuelEngine_fairing_norm

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/liquidEngineMini/ksp_m_liquidFuelEngine_fairing_psd

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/microEngine/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/microEngine/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/nuclearEngine/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/nuclearEngine/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/nuclearEngine/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/nuclearEngine/model003

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/OMSEngine/engineoms 1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/OMSEngine/engineomsN_NRM

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/radialEngineMini/ksp_r_microEngine_diff

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/radialLiquidEngine1-2/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/rapierEngine/rapierDiffuse

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/rapierEngine/rapieremit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/sepMotor1/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/smallRadialEngine/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/solidBooster/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/solidBooster/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/solidBooster/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/solidBooster1-1/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/solidBooster1-1/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/solidBooster1-1/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/toroidalAerospike/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/toroidalAerospike/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/toroidalAerospike/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/turboFanEngine/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/turboFanEngine/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Engine/vernierEngine/vernierEngine3UV

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/fuelTank/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/fuelTank/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/fuelTank1-2/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/fuelTank1-2/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/fuelTank2-2/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/fuelTank2-2/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/fuelTank3-2/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/fuelTank3-2/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/fuelTank4-2/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/fuelTank4-2/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/fuelTankSmall/tank3

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/fuelTankSmall/tank3_n

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/fuelTankSmallFlat/tank4

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/fuelTank_long/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/fuelTank_long/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/miniFuelTank/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/miniFuelTank/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/MK1Fuselage/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/MK1Fuselage/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/MK1FuselageStructural/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/MK1FuselageStructural/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/mk2Fuselage/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/mk2Fuselage/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/mk2SpacePlaneAdapter/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/mk2SpacePlaneAdapter/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/mk3Fuselage/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/mk3Fuselage/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/mk3spacePlaneAdapter/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/mk3spacePlaneAdapter/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/radialRCTank/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/RCSFuelTank/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/RCSFuelTank/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/RCTank1-2/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/RCTank1-2/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/RCTankMini/ksp_m_rcsTank_diff

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/RCTankMini/ksp_m_rcsTank_normal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/RCStankRadialLong/ksp_r_rcsCylTank_diff

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/toroidalFuelTank/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/toroidalFuelTank/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/xenonTank/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/xenonTank/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/FuelTank/xenonTankRadial/ksp_r_xenonTank_diff

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Science/GooExperiment/A_GooExperiment_diff

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Science/LargeCrewedLab/Large_Crewed_Lab

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Science/LargeCrewedLab/window

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Science/MaterialBay/science_module_small

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Science/MaterialBay/science_module_small_emit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Science/MaterialBay/science_module_small_nrm

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Science/MaterialBay/wires

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/adaptorLargeSmallBi/ksp_I_biAdapter_diff

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/adaptorLargeSmallQuad/ksp_I_quadAdapter_diff

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/adapterLargeSmallTri/ksp_l_triAdapter_diff

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/adapterSmallMiniShort/ksp_s_adapterShort_diff

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/adapterSmallMiniTall/ksp_s_adapterLong_diff

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/nacelleBody/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/nacelleBody/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/radialEngineBody/C1EB_NRM

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/radialEngineBody/C7A_EngineBody_F1_COLOR copy

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/smallHardpoint/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/smallHardpoint/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/stationHub/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/stationHub/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/structurallBeam1/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/structurallBeam2/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/structurallBeam3/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/structuralMiniNode/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/structuralPanel1/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/structuralPanel1/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/structuralPanel2/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/structuralPanel2/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/structuralPylon/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/structuralPylon/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/structuralWing/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/structuralWing/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/strutConnector/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/strutCube/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/strutOcto/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/trussAdapter/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/trussAdapter/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/trussPiece1x/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Structural/trussPiece3x/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/airScoop/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/CircularIntake/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/CircularIntake/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/commDish/comm_dish_array

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/commDish/comm_dish_v2_diff

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/commDish/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/decoupler1-2/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/decoupler1-2/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/dockingPort1/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/dockingPort1/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/dockingPort1/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/dockingPort2/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/dockingPort2/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/dockingPort3/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/dockingPort3/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/dockingPortLarge/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/dockingPortLarge/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/dockingPortLateral/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/dockingPortLateral/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/dockingPortLateral/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/fuelLine/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/ladder1/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/LandingLeg/ksp_r_landingStrut_diff

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/LandingLeg1-2/landingLeg

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/largeAdapter/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/largeAdapter2/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/launchClamp1/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/launchClamp1/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/linearRCS/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/linearRCS/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/longAntenna/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/mediumDishAntenna/mediumDishAntenna

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/mediumDishAntenna/mediumDishAntenna_Emit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/miniLandingLeg/leg

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/miniLandingLeg/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/parachuteDrogue/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/parachuteDrogue/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/parachuteLarge/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/parachuteLarge/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/parachuteRadial/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/parachuteRadial/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/parachute_single/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/parachute_single/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/radialDecoupler/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/radialDecoupler/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/radialDecoupler1-2/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/radialDecoupler2/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/ramAirIntake/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/ramAirIntake/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/ramAirIntake/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/RCS block/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/roverBody/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/roverBody/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/sensorAccelerometer/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/sensorBarometer/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/sensorGravimeter/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/sensorThermometer/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/spotLight1/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/spotLight1/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/spotLight2/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/spotLight2/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/stackBiCoupler/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/StackDecoupler/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/StackDecoupler/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/stackDecouplerMini/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/stackPoint1/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/stackPoint1/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/stackQuadCoupler/ksp_s_quadCoupler_diff

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/stackSeparator/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/stackSeparator/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/stackSeparatorBig/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/stackSeparatorMini/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/stackTriCoupler/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/telescopicLadder/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/telescopicLadder/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/telescopicLadder/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/telescopicLadderBay/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Utility/telescopicLadderBay/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Wheel/roverWheel1/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Wheel/roverWheel2/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Wheel/roverWheel2/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Wheel/roverWheel3/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Wheel/roverWheel3/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Wheel/roverWheel3/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Wheel/roverWheel3/model003

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Wheel/SmallGearBay/internal shell box props

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Wheel/SmallGearBay/SmallGearBaymodel000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Wheel/SmallGearBay/SmallGearBaymodel001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Wheel/wheelMed/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Wheel/wheelMed/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Wheel/wheelMed/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Parts/Wheel/wheelMed/model003

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/AltimeterThreeHands/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/AltimeterThreeHands/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/AtmosphereDepth/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/AtmosphereDepth/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/AxisIndicator/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/ButtonSquare/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/circularButton/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/Compass/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/directionalKnob/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/directionalKnob2/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/IndicatorPanel/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/IndicatorPanel/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/ledPanelSpeed/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/ledPanelSpeed/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/NavBall/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/NavBall/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/NavBall/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/NavBall/model003

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/pullSwitch/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/pullSwitch/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/radarAltitude/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/squareButton/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/standingSwitch/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/standingSwitch/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/switch/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/switchGuard/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/switchWithGuards/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/switchWithGuards/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/switchWithGuards/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/throttle/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/throttle/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Props/VSI/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/crewCabinInternals/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/crewCabinInternals/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/crewCabinInternals/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/crewCabinInternals/model003

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/crewCabinInternals/model004

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/crewCabinInternals/model005

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/cupolaInternal/ksp_I_cupola_internal_diff

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/cupolaInternal/ksp_l_cupola_internal_normal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/cupolaInternal/ksp_l_cupola_internal_windows_alpha

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/cupolaInternal/pilot Seat

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/GenericSpace1/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/GenericSpace1/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/GenericSpace1/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/GenericSpace1/model003

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/GenericSpace1/model004

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/GenericSpace1/model005

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/GenericSpace3/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/GenericSpace3/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/GenericSpace3/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/GenericSpace3/model003

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/GenericSpace3/model004

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/GenericSpace3/model005

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/GenericSpace3/model006

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/GenericSpace3/model007

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/landerCabinInternals/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/landerCabinInternals/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/landerCabinInternals/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/landerCabinInternals/model003

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/landerCabinInternals/model004

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/landerCabinInternals/model005

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/landerCabinInternals/model006

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/landerCabinInternals/model007

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/landerCabinSmallInternal/ksp_s_landerCan_internal_diff

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/landerCabinSmallInternal/ksp_s_landerCan_internal_normal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture):

Squad/Spaces/landerCabinSmallInternal/ksp_s_landerCan_internal_window_alpha

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/landerCabinSmallInternal/pilot Seat

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/mk1CockpitInternal/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/mk1CockpitInternal/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/mk1CockpitInternal/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/mk1CockpitInternal/model003

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/mk1CockpitInternal/model004

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/mk1CockpitInternal/model005

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/mk1CockpitInternal/model006

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/mk1CockpitInternal/model007

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/mk1CockpitInternal/model008

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/mk1CockpitInternal/model009

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/mk1PodCockpit/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/mk1PodCockpit/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/mk1PodCockpit/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/mk1PodCockpit/model003

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/mk1PodCockpit/model004

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/mk1PodCockpit/model005

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/mk1PodCockpit/model006

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/mk1PodCockpit/model007

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/PodCockpit/model000

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/PodCockpit/model001

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/PodCockpit/model002

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/PodCockpit/model003

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/PodCockpit/model004

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/PodCockpit/model005

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/PodCockpit/model006

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Texture): Squad/Spaces/PodCockpit/model007

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Aero/150mSRBTop/KW_150mSRBTop

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Aero/KWNoseCone/KW_Aero_Nosecone

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Control/KWRadialSAS/KW_Control_2mRadialSAS

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Electrical/LargeRadialBatteries/KW_Elec_LargeRadBatL

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Electrical/LargeRadialBatteries/KW_Elec_LargeRadBatS

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Electrical/SmallRadialBatteries/KW_Elec_SmallRadBatL

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Electrical/SmallRadialBatteries/KW_Elec_SmallRadBatS

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Engines/1mMaverick1D/KW_1mEngine_Maverick1D_M

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Engines/1mVestaVR1/KW_1mEngine_VestaVR1_M

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Engines/1mWildcat5/KW_1mEngine_Wildcat5_M

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Engines/2mGriffonG8D/KW_2mEngine_GriffonG8D_M

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Engines/2mMaverickV/KW_2mEngine_Maverick5_M

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Engines/2mSPS/KW_2mEngine_SPS_M

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Engines/2mVestaVR9D/KW_2mEngine_VestaVR9D_M

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Engines/3mGriffonXX/KW_3mEngine_GriffonXX_M

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Engines/3mTitanI/KW_3mEngine_TitanI_M

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Engines/3mWildcatXR/KW_3mEngine_WildcatXR_M

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Engines/5mEngines/KW_5mEngine_GriffonCentury_M

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Engines/5mEngines/KW_5mEngine_TitanV_M

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model):

KWRocketry/Parts/FairingBases/KWExpandedFairingBase/KW_Fairing_BaseExpanded1m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model):

KWRocketry/Parts/FairingBases/KWExpandedFairingBase/KW_Fairing_BaseExpanded2m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model):

KWRocketry/Parts/FairingBases/KWExpandedFairingBase/KW_Fairing_BaseExpanded3m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/FairingBases/KWFairingBase/KW_Fairing_Base1m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/FairingBases/KWFairingBase/KW_Fairing_Base2m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/FairingBases/KWFairingBase/KW_Fairing_Base3m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Auto_1mMavShroud

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Auto_1mVestaShroud

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Auto_1mWildcatShroud

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Auto_2mGriffonShroud

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Auto_2mMavShroud

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Auto_2mSPSShroud

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Auto_2mVestaShroud

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Auto_3mGriffonShroud

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Auto_3mTitanShroud

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Auto_3mWildcatShroud

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Auto_5mInterstage

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Auto_5mInterstage2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Fairing_Cone1m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Fairing_Cone2m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Fairing_Cone3m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Fairing_ExpandingCone1m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Fairing_ExpandingCone2m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Fairing_ExpandingCone3m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Fairing_ExpandingWall1m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Fairing_ExpandingWall2m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Fairing_ExpandingWall3m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Fairing_Wall1m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Fairing_Wall2m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Fairing_Wall3m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Struct_1mShroudDecoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Struct_2mShroudDecoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings/KW_Struct_3mShroudDecoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings5m/KW_Fairing_Base5m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings5m/KW_Fairing_Cone5m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings5m/KW_Fairing_ExpandingBase5m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings5m/KW_Fairing_ExpandingCone5m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings5m/KW_Fairing_ExpandingWall5m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings5m/KW_Fairing_Nosecone5m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings5m/KW_Fairing_Wall5m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fairings/UnifiedFairings5m/KW_Struct_Decoupler5m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KWSidetank/KW_Fuel_2mST

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KWfin

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KWfinGC

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KWPetalAdapter3m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_AdapterF_2x1m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_AdapterF_2x1m_L

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_AdapterF_3x1m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_AdapterF_3x1m_L

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_AdapterF_3x2m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_AdapterF_3x2m_L

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_AdapterF_5x2m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_AdapterF_5x3m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_AdapterS_2x1m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_AdapterS_3x2m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_AdapterS_5x3m

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_Control_5mASAS

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_Fuel_1mL0_5

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_Fuel_1mL0_5RCS

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_Fuel_1mL1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_Fuel_1mL2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_Fuel_1mL4

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_Fuel_1mPancakeL0_5

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_Fuel_2mL0_5

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_Fuel_2mL0_5RCS

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_Fuel_2mL1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_Fuel_2mL2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_Fuel_2mL4

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_Fuel_2mL4A

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_Fuel_2mPancakeL0_5

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_Fuel_3mL0_5

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_Fuel_3mL0_5RCS

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_Fuel_3mL1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_Fuel_3mL2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_Fuel_3mL4

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_Fuel_3mL4A

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_Fuel_3mPancakeL0_5

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_Fuel_5mL0_5

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_Fuel_5mL1_5

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_Fuel_5mL3_5

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Fuel/KW_Universal_Tanks/KW_Solid_SepMotorLarge

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/RCS/KWrCsPod/KW_RCS_2mPod

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/RCS/KWrCsQuad/KW_RCS_1mBlock

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/RCS/KWrCsQuad45/KW_RCS_1mBlock45

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Solids/025mGlobe/KW_025mSRBGlobe

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Solids/075mAeroSRBs/KW_075mAeroSRB_L

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Solids/075mAeroSRBs/KW_075mAeroSRB_S

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Solids/150mSRBs/KW_150mSRB_L

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Solids/150mSRBs/KW_150mSRB_S

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Solids/250mInlineThor/KW_250mSRBInlineThorL

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Solids/250mInlineThor/KW_250mSRBInlineThorS

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Solids/250mSRBThor/KW_250mSRBThor

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Solids/SRBullage/KW_SRBullage

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Structural/KW3mDockingRing/KW_Struct_3mDockingRing

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Structural/KW3mDockingRing/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Structural/KWDecoupler/KW_Struct_Decoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Structural/KWFlatadapter2x1/KW_Struct_FlatAdapter21

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Structural/KWFlatadapter3x1/KW_Struct_FlatAdapter31

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Structural/KWFlatadapter3x2/KW_Struct_FlatAdapter32

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Structural/kwstrutConnectorHeavy/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): KWRocketry/Parts/Structural/kwstrutConnectorMedium/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): NASAmission/Parts/GrapplingDevice/GrapplingArm

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): NASAmission/Parts/LaunchEscapeSystem/LaunchEscapeSystem

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): NASAmission/Parts/MassiveSRB/MassiveSRB

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): NASAmission/Parts/PotatoRoid/PotatoRoid

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): NASAmission/Parts/Size2LFB/Size2LFB

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): NASAmission/Parts/Size3AdvancedEngine/Size3AdvancedEngine

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): NASAmission/Parts/Size3Decoupler/size3Decoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): NASAmission/Parts/Size3EngineCluster/Size3EngineCluster

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): NASAmission/Parts/Size3LargeTank/Size3LargeTank

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): NASAmission/Parts/Size3MediumTank/Size3MediumTank

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): NASAmission/Parts/Size3SmallTank/Size3SmallTank

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): NASAmission/Parts/Size3To2Adapter/Size3Adapter

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/FX/exhaustFlames_blue

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/FX/ks1_Exhaust

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/FX/ks25_Exhaust

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/FX/ksX_Exhaust

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/FX/LES_Thruster

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/FX/shockExhaust_blue

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/FX/shockExhaust_blue_small

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/FX/shockExhaust_red_small

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/FX/SRB_Large

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/FX/SRB_LargeSparks

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Aero/advancedCanard/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Aero/Ailerons/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Aero/airplaneTail/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Aero/CanardController/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Aero/deltaWing/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Aero/NoseCone/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Aero/noseConeAdapter/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Aero/rocketNoseCone/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Aero/smallCtrlSrf/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Aero/standardNoseCone/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Aero/sweptWing/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Aero/tailfin/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Aero/wingConnector/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Aero/winglet/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Aero/winglet2/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Aero/winglet3/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Command/advSasModule/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Command/asasmodule1-2/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Command/avionicsNoseCone/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Command/crewCabin/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Command/cupola/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Command/landerCabinSmall/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Command/Mark1Cockpit/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Command/Mark2Cockpit/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Command/mark3Cockpit/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Command/Mk1-2Pod/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Command/mk1pod/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Command/mk2LanderCabin/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Command/probeCoreCube/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Command/probeCoreHex/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Command/probeCoreOcto/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Command/probeCoreOcto2/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Command/probeCoreSphere/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Command/probeStackLarge/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Command/probeStackSmall/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Command/sasModule/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Command/seatExternalCmd/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Electrical/batteryBank/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Electrical/batteryBankLarge/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Electrical/batteryBankMini/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Electrical/batteryPack/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Electrical/ksp_r_largeBatteryPack/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Electrical/largeSolarPanel/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Electrical/RTG/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Electrical/solarPanels1/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Electrical/solarPanels2/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Electrical/solarPanels3/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Electrical/solarPanels4/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Electrical/solarPanels5/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Engine/engineLargeSkipper/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Engine/ionEngine/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Engine/JetEngine/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Engine/liquidEngine1/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Engine/liquidEngine1-2/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Engine/liquidEngine2/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Engine/liquidEngine2-2/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Engine/liquidEngine3/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Engine/liquidEngineMini/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Engine/microEngine/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Engine/nuclearEngine/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Engine/OMSEngine/NewModel

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Engine/radialEngineMini/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Engine/radialLiquidEngine1-2/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Engine/rapierEngine/rapier

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Engine/sepMotor1/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Engine/smallRadialEngine/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Engine/solidBooster/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Engine/solidBooster1-1/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Engine/toroidalAerospike/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Engine/turboFanEngine/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Engine/vernierEngine/NewModel

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/FuelTank/fuelTank/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/FuelTank/fuelTank1-2/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/FuelTank/fuelTank2-2/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/FuelTank/fuelTank3-2/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/FuelTank/fuelTank4-2/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/FuelTank/fuelTankSmall/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/FuelTank/fuelTankSmallFlat/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/FuelTank/fuelTank_long/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/FuelTank/miniFuelTank/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/FuelTank/MK1Fuselage/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/FuelTank/MK1FuselageStructural/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/FuelTank/mk2Fuselage/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/FuelTank/mk2SpacePlaneAdapter/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/FuelTank/mk3Fuselage/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/FuelTank/mk3spacePlaneAdapter/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/FuelTank/radialRCTank/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/FuelTank/RCSFuelTank/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/FuelTank/RCTank1-2/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/FuelTank/RCTankMini/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/FuelTank/RCTankRadialLong/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/FuelTank/toroidalFuelTank/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/FuelTank/xenonTank/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/FuelTank/xenonTankRadial/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Science/GooExperiment/GooExperiment

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Science/LargeCrewedLab/large_crewed_lab

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Science/MaterialBay/science_module_small

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Structural/adapterLargeSmallBi/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Structural/adapterLargeSmallQuad/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Structural/adapterLargeSmallTri/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Structural/adapterSmallMiniShort/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Structural/adapterSmallMiniTall/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Structural/nacelleBody/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Structural/radialEngineBody/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Structural/smallHardpoint/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Structural/stationHub/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Structural/structurallBeam1/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Structural/structurallBeam2/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Structural/structurallBeam3/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Structural/structuralMiniNode/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Structural/structuralPanel1/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Structural/structuralPanel2/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Structural/structuralPylon/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Structural/structuralWing/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Structural/strutConnector/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Structural/strutCube/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Structural/strutOcto/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Structural/trussAdapter/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Structural/trussPiece1x/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Structural/trussPiece3x/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/airScoop/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/CircularIntake/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/commDish/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/decoupler1-2/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/dockingPort1/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/dockingPort2/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/dockingPort3/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/dockingPortLarge/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/dockingPortLateral/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/fuelLine/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/ladder1/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/LandingLeg/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

WheelCollider requires an attached Rigidbody to function.

(Filename: Line: 167)

WheelCollider requires an attached Rigidbody to function.

(Filename: Line: 167)

Load(Model): Squad/Parts/Utility/LandingLeg1-2/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

WheelCollider requires an attached Rigidbody to function.

(Filename: Line: 167)

WheelCollider requires an attached Rigidbody to function.

(Filename: Line: 167)

Load(Model): Squad/Parts/Utility/largeAdapter/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/largeAdapter2/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/launchClamp1/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/linearRCS/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/longAntenna/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/mediumDishAntenna/mediumDishAntenna

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/miniLandingLeg/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

WheelCollider requires an attached Rigidbody to function.

(Filename: Line: 167)

WheelCollider requires an attached Rigidbody to function.

(Filename: Line: 167)

Load(Model): Squad/Parts/Utility/parachuteDrogue/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/parachuteLarge/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/parachuteRadial/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/parachute_single/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/radialDecoupler/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/radialDecoupler1-2/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/radialDecoupler2/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/ramAirIntake/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/RCS block/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/roverBody/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/sensorAccelerometer/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/sensorBarometer/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/sensorGravimeter/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/sensorThermometer/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/spotLight1/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/spotLight2/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/stackBiCoupler/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/StackDecoupler/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/stackDecouplerMini/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/stackPoint1/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/stackQuadCoupler/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/stackSeparator/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/stackSeparatorBig/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/stackSeparatorMini/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/stackTriCoupler/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/telescopicLadder/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Utility/telescopicLadderBay/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Parts/Wheel/roverWheel1/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

WheelCollider requires an attached Rigidbody to function.

(Filename: Line: 167)

WheelCollider requires an attached Rigidbody to function.

(Filename: Line: 167)

Load(Model): Squad/Parts/Wheel/roverWheel2/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

WheelCollider requires an attached Rigidbody to function.

(Filename: Line: 167)

WheelCollider requires an attached Rigidbody to function.

(Filename: Line: 167)

Load(Model): Squad/Parts/Wheel/roverWheel3/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

WheelCollider requires an attached Rigidbody to function.

(Filename: Line: 167)

WheelCollider requires an attached Rigidbody to function.

(Filename: Line: 167)

Load(Model): Squad/Parts/Wheel/SmallGearBay/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

WheelCollider requires an attached Rigidbody to function.

(Filename: Line: 167)

WheelCollider requires an attached Rigidbody to function.

(Filename: Line: 167)

Load(Model): Squad/Parts/Wheel/wheelMed/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

WheelCollider requires an attached Rigidbody to function.

(Filename: Line: 167)

WheelCollider requires an attached Rigidbody to function.

(Filename: Line: 167)

Load(Model): Squad/Props/AltimeterThreeHands/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Props/AtmosphereDepth/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Props/AxisIndicator/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Props/ButtonSquare/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Props/circularButton/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Props/Compass/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Props/directionalKnob/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Props/directionalKnob2/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Props/IndicatorPanel/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Props/ledPanelSpeed/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Props/NavBall/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Props/pullSwitch/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Props/radarAltitude/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Props/squareButton/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Props/standingSwitch/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Props/switch/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Props/switchGuard/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Props/switchWithGuards/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Props/throttle/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Props/VSI/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Spaces/crewCabinInternals/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Spaces/cupolaInternal/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Spaces/GenericSpace1/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Spaces/GenericSpace3/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Spaces/landerCabinInternals/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Spaces/landerCabinSmallInternal/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Spaces/mk1CockpitInternal/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Spaces/mk1PodCockpit/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Load(Model): Squad/Spaces/PodCockpit/model

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(@REENTRY_EFFECTS[Default]:Final)

DeadlyReentry/custom/@REENTRY_EFFECTS[Default]:Final

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(@FARAeroData[default]:FINAL)

FerramAerospaceResearch/CustomFARAeroData/@FARAeroData[default]:FINAL

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(@FARAeroStress[default]:FINAL)

FerramAerospaceResearch/CustomFARAeroStress/@FARAeroStress[default]:FINAL

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(@FARPartClassification[Default]:FINAL)

FerramAerospaceResearch/CustomFARPartClassification/@FARPartClassification[Default]:FINAL

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Aero/150mSRBTop/part/KW2mSRBNoseCone

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Aero/KW5mNoseCone/part5m/KW5mNoseCone

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Aero/KWFin/part/KWFin

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Aero/KWFinGC/part/KWFinGC

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Aero/KWNoseCone/part1m/KW1mNoseCone

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Aero/KWNoseCone/part2m/KW2mNoseCone

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Aero/KWNoseCone/part3m/KW3mNoseCone

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Control/KWRadialSAS/part2m/KWSASmodule2mHalf

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Control/KWRadialSAS/part3m/KWSASmodule3mHalf

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Control/KWRadialSAS/part5m/KWSASmodule5mHalf

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Electrical/LargeRadialBatteries/partL/KWRadBattLargeL

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Electrical/LargeRadialBatteries/partS/KWRadBattLargeS

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Electrical/SmallRadialBatteries/partL/KWRadBattSmallL

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Electrical/SmallRadialBatteries/partS/KWRadBattSmallS

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Engines/1mMaverick1D/part/KW1engineMaverick1D

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Engines/1mVestaVR1/part/KW1engineVestaVR1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Engines/1mWildcat5/part/KW1mengineWildCatV

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Engines/2mGriffonG8D/part/KW2mengineGriffonG8D

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Engines/2mMaverickV/part/KW2mengineMaverickV

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Engines/2mSPS/part/KW2mengineSPS

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Engines/2mVestaVR9D/part/KW2mengineVestaVR9D

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Engines/3mGriffonXX/part/KW3mengineGriffonXX

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Engines/3mTitanI/part/KW3mengineTitanT1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Engines/3mWildcatXR/part/KW3mengineWildcarXR

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Engines/5mEngines/GC/KW5mengineGriffonC

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Engines/5mEngines/TV/KW5mengineTitanV

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART)

KWRocketry/Parts/FairingBases/KWExpandedFairingBase/part1m/KW1mExpandedFairingBase

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART)

KWRocketry/Parts/FairingBases/KWExpandedFairingBase/part2m/KW2mExpandedFairingBase

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART)

KWRocketry/Parts/FairingBases/KWExpandedFairingBase/part3m/KW3mExpandedFairingBase

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/FairingBases/KWFairingBase/part1m/KW1mFairingBase

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/FairingBases/KWFairingBase/part2m/KW2mFairingBase

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/FairingBases/KWFairingBase/part3m/KW3mFairingBase

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART)

KWRocketry/Parts/Fairings/KW12mExpandedFairingCone/part1m/KW12mExpandedFairingCone

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART)

KWRocketry/Parts/Fairings/KW12mExpandedFairingCone/part2m/KW2mExpandedFairingCone

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fairings/KW12mFairingCone/part1m/KW1mFairingCone

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fairings/KW12mFairingCone/part2m/KW2mFairingCone

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART)

KWRocketry/Parts/Fairings/KW3mExpandedFairingCone/part/KW3mExpandedFairingCone

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fairings/KW3mFairingCone/part/KW3mFairingCone

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART)

KWRocketry/Parts/Fairings/KW5mExpandedFairingCone/part/KW5mExpFairingCone

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fairings/KW5mFairingCone/part/KW5mFairingCone

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART)

KWRocketry/Parts/Fairings/UnifiedFairings/part1mDecouplerShroud/KW1mDecouplerShroud

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART)

KWRocketry/Parts/Fairings/UnifiedFairings/part1mExpandingWall/KW1mExpandedFairingWall

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fairings/UnifiedFairings/part1mWall/KW1mFairingWall

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART)

KWRocketry/Parts/Fairings/UnifiedFairings/part2mDecouplerShroud/KW2mDecouplerShroud

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART)

KWRocketry/Parts/Fairings/UnifiedFairings/part2mExpandingWall/KW2mExpandedFairingWall

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fairings/UnifiedFairings/part2mWall/KW2mFairingWall

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART)

KWRocketry/Parts/Fairings/UnifiedFairings/part3mDecouplerShroud/KW3mDecouplerShroud

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART)

KWRocketry/Parts/Fairings/UnifiedFairings/part3mExpandingWall/KW3mExpandedFairingWall

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fairings/UnifiedFairings/part3mWall/KW3mFairingWall

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART)

KWRocketry/Parts/Fairings/UnifiedFairings/part5mDecouplerShroud/KW5mDecouplerShroud

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART)

KWRocketry/Parts/Fairings/UnifiedFairings/part5x3_AdaptorShroud/KW5x3AdapterShroud

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fairings/UnifiedFairings5m/Base/KW5mFairingBase

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART)

KWRocketry/Parts/Fairings/UnifiedFairings5m/BaseExp/KW5mExpandedFairingBase

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fairings/UnifiedFairings5m/Wall/KW5mFairingWall

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fairings/UnifiedFairings5m/WallExp/KW5mExpFairingWall

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fuel/KWSidetank/2mpart/KW2Sidetank

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fuel/KWSidetank/3mpart/KW3Sidetank

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fuel/KW_Universal_Tanks/1mL05/KW1mtankL0_5

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fuel/KW_Universal_Tanks/1mL05RCS/KW1mRCSfuel

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fuel/KW_Universal_Tanks/1mL1/KW1mtankL1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fuel/KW_Universal_Tanks/1mL2/KW1mtankL2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fuel/KW_Universal_Tanks/1mL4/KW1mtankL4

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART)

KWRocketry/Parts/Fuel/KW_Universal_Tanks/1mPancakeL05/KW1mtankPancake

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fuel/KW_Universal_Tanks/2mL05/KW2mtankL0_5

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fuel/KW_Universal_Tanks/2mL05RCS/KW2mRCSfuel

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fuel/KW_Universal_Tanks/2mL1/KW2mtankL1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fuel/KW_Universal_Tanks/2mL2/KW2mtankL2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fuel/KW_Universal_Tanks/2mL4/KW2mtankL4

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fuel/KW_Universal_Tanks/2mL4A/KW2mtankL4A

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART)

KWRocketry/Parts/Fuel/KW_Universal_Tanks/2mPancakeL05/KW2mtankPancake

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fuel/KW_Universal_Tanks/3mL05/KW3mtankL0_5

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fuel/KW_Universal_Tanks/3mL05RCS/KW3mRCSfuel

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fuel/KW_Universal_Tanks/3mL1/KW3mtankL1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fuel/KW_Universal_Tanks/3mL2/KW3mtankL2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fuel/KW_Universal_Tanks/3mL4/KW3mtankL4

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fuel/KW_Universal_Tanks/3mL4A/KW3mtankL4A

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART)

KWRocketry/Parts/Fuel/KW_Universal_Tanks/3mPancakeL05/KW3mtankPancake

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fuel/KW_Universal_Tanks/5mL0_5/KW5mtankL05

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fuel/KW_Universal_Tanks/5mL1_5/KW5mtankL1_5

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Fuel/KW_Universal_Tanks/5mL3_5/KW5mtankL3_5

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/RCS/KWrCsPod/part/KWrCsPod

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/RCS/KWrCsQuad/part/KWrCsQuad

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/RCS/KWrCsQuad45/part/KWrCsQuad45

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Solids/025mGlobeI/part/KWrSrbGlobeI

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Solids/075mAeroSRBs/partL/KWrSrbGlobeVI

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Solids/075mAeroSRBs/partS/KWrSrbGlobeV

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Solids/150mSRBs/partL/KWrSrbGlobeX2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Solids/150mSRBs/partS/KWrSrbGlobeX

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Solids/250mInlineThor/partL/KWsrbGlobeX10L

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Solids/250mInlineThor/partS/KWsrbGlobeX10S

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Solids/250mSRBThor/part/KWsrbGlobeX5

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Solids/SRBullage/Large/KWsrbUllageLarge

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Solids/SRBullage/part/KWsrbUllage

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Structural/KW3mDockingRing/part/KW3mDockingRing

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Structural/KWadapter2x1/21Structural/KWadapter2x1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Structural/KWadapter3x2/32Structural/KWadapter3x2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART)

KWRocketry/Parts/Structural/KWDecoupler/5mDecoupler/KW5mStageDecoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Structural/KWDecoupler/part1m/KW1mDecoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Structural/KWDecoupler/part2m/KW2mDecoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Structural/KWDecoupler/part3m/KW3mDecoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Structural/KWFlatadapter2x1/part/KWFlatadapter2x1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Structural/KWFlatadapter3x1/part/KWFlatadapter3x1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Structural/KWFlatadapter3x2/part/KWFlatadapter3x2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Structural/KWFuelAdapter/21part/KWFuelAdapter2x1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Structural/KWFuelAdapter/21part45/KWFuelAdapter2x1S

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Structural/KWFuelAdapter/31part/KWFuelAdapter3x1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Structural/KWFuelAdapter/31part45/KWFuelAdapter3x1S

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Structural/KWFuelAdapter/32part/KWFuelAdapter3x2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Structural/KWFuelAdapter/32part45/KWFuelAdapter3x2S

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Structural/KWFuelAdapter/52part/KWFuelAdapter5x2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) KWRocketry/Parts/Structural/KWFuelAdapter/53part/KWFuelAdapter5x3

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)
Config(PART)
KWRocketry/Parts/Structural/KWPetalAdapter3m/PetalAdapter3m/KW3mPetalAdapter

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)
Config(PART) KWRocketry/Parts/Structural/kwstrutConnectorHeavy/part/strutConnectorHeavy

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)
Config(PART)
KWRocketry/Parts/Structural/kwstrutConnectorMedium/part/strutConnectorMedium

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)
Config(PART) NASAMission/Parts/GrapplingDevice/part/GrapplingDevice

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)
Config(PART) NASAMission/Parts/LaunchEscapeSystem/part/LaunchEscapeSystem

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)
Config(PART) NASAMission/Parts/MassiveSRB/part/MassiveBooster

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)
Config(PART) NASAMission/Parts/PotatoRoid/part/PotatoRoid

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) NASAMission/Parts/Size2LFB/part/Size2LFB

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) NASAMission/Parts/Size3AdvancedEngine/part/Size3AdvancedEngine

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) NASAMission/Parts/Size3Decoupler/part/size3Decoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) NASAMission/Parts/Size3EngineCluster/part/Size3EngineCluster

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) NASAMission/Parts/Size3LargeTank/part/Size3LargeTank

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) NASAMission/Parts/Size3MediumTank/part/Size3MediumTank

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) NASAMission/Parts/Size3SmallTank/part/Size3SmallTank

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) NASAMission/Parts/Size3To2Adapter/part/Size3to2Adapter

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)
Config(EXPERIMENT_DEFINITION)
NASAMission/Resources/ScienceDefs/EXPERIMENT_DEFINITION

(Filename:
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)
Config(GroundStations) RemoteTech2/RemoteTech_Settings/GroundStations

(Filename:
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)
Config(AGENT) Squad/Agencies/Agents/C7 Aerospace Division

(Filename:
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)
Config(AGENT) Squad/Agencies/Agents/Dinkelstein Kerman's Construction Emporium

(Filename:
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)
Config(AGENT) Squad/Agencies/Agents/Experimental Engineering Group

(Filename:
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)
Config(AGENT) Squad/Agencies/Agents/FLOOYD Dynamics Research Labs

(Filename:
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)
Config(AGENT) Squad/Agencies/Agents/Goliath National Products

(Filename:
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(AGENT) Squad/Agencies/Agents/Integrated Integrals

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(AGENT) Squad/Agencies/Agents/Ionic Symphonic Protonic Electronics

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(AGENT) Squad/Agencies/Agents/Jebediah Kerman's Junkyard and Spacecraft Parts Co

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(AGENT) Squad/Agencies/Agents/Kerbal Motion LLC

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(AGENT) Squad/Agencies/Agents/Kerbin World-Firsts Record-Keeping Society

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(AGENT) Squad/Agencies/Agents/Kerbodyne

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(AGENT) Squad/Agencies/Agents/Kerlington Model Rockets and Paper Products Inc

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(AGENT) Squad/Agencies/Agents/Maxo Construction Toys

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(AGENT) Squad/Agencies/Agents/Moving Parts Experts Group

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(AGENT) Squad/Agencies/Agents/O.M.B. Demolition Enterprises

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(AGENT) Squad/Agencies/Agents/Periapsis Rocket Supplies Co

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(AGENT) Squad/Agencies/Agents/Probodobodyne Inc

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(AGENT) Squad/Agencies/Agents/Research & Development Department

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(AGENT) Squad/Agencies/Agents/Reaction Systems Ltd

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(AGENT) Squad/Agencies/Agents/Rockomax Conglomerate

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(AGENT) Squad/Agencies/Agents/Rokea Inc

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(AGENT) Squad/Agencies/Agents/Sean's Cannery

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(AGENT) Squad/Agencies/Agents/STEADLER Engineering Corps

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(AGENT) Squad/Agencies/Agents/StrutCo

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(AGENT) Squad/Agencies/Agents/Vac-Co Advanced Suction Systems

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(AGENT) Squad/Agencies/Agents/WinterOwl Aircraft Emporium

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(AGENT) Squad/Agencies/Agents/Zaltonic Electronics

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Aero/advancedCanard/part/AdvancedCanard

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Aero/Ailerons/part/StandardCtrlSrf

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Aero/airplaneTail/part/airplaneTail

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Aero/CanardController/part/CanardController

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Aero/deltaWing/part/deltaWing

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Aero/NoseCone/part/noseCone

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Aero/noseConeAdapter/part/noseConeAdapter

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Aero/rocketNoseCone/part/rocketNoseCone

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Aero/smallCtrlSrf/part/smallCtrlSrf

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Aero/standardNoseCone/part/standardNoseCone

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Aero/sweptWing/part/sweptWing

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Aero/tailfin/part/tailfin

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Aero/wingConnector/part/wingConnector

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Aero/winglet/part/winglet

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Aero/winglet2/part/R8winglet

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Aero/winglet3/part/winglet3

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Command/advSasModule/part/advSasModule

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Command/asasmodule1-2/part/asasmodule1-2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Command/avionicsNoseCone/part/avionicsNoseCone

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Command/crewCabin/part/crewCabin

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Command/cupola/part/cupola

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Command/landerCabinSmall/part/landerCabinSmall

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Command/Mark1Cockpit/part/Mark1Cockpit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Command/Mark2Cockpit/part/Mark2Cockpit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Command/mark3Cockpit/part/mark3Cockpit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Command/Mk1-2Pod/part/Mark1-2Pod

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Command/mk1pod/part/mk1pod

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Command/mk2LanderCabin/part/mk2LanderCabin

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Command/probeCoreCube/part/probeCoreCube

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Command/probeCoreHex/part/probeCoreHex

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Command/probeCoreOcto/part/probeCoreOcto

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Command/probeCoreOcto2/part/probeCoreOcto2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Command/probeCoreSphere/part/probeCoreSphere

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Command/probeStackLarge/part/probeStackLarge

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Command/probeStackSmall/part/probeStackSmall

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Command/sasModule/part/sasModule

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Command/seatExternalCmd/part/seatExternalCmd

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Electrical/batteryBank/part/batteryBank

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Electrical/batteryBankLarge/part/batteryBankLarge

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Electrical/batteryBankMini/part/batteryBankMini

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Electrical/batteryPack/part/batteryPack

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Electrical/ksp_r_largeBatteryPack/part/ksp_r_largeBatteryPack

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Electrical/largeSolarPanel/part/largeSolarPanel

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Electrical/RTG/part/rtg

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Electrical/solarPanels1/part/solarPanels1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Electrical/solarPanels2/part/solarPanels2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Electrical/solarPanels3/part/solarPanels3

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Electrical/solarPanels4/part/solarPanels4

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Electrical/solarPanels5/part/solarPanels5

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Engine/engineLargeSkipper/part/engineLargeSkipper

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Engine/ionEngine/part/ionEngine

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Engine/JetEngine/part/JetEngine

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Engine/liquidEngine1/part/liquidEngine

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Engine/liquidEngine1-2/part/liquidEngine1-2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Engine/liquidEngine2/part/liquidEngine2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Engine/liquidEngine2-2/part/liquidEngine2-2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Engine/liquidEngine3/part/liquidEngine3

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Engine/liquidEngineMini/part/liquidEngineMini

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Engine/microEngine/part/microEngine

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Engine/nuclearEngine/part/nuclearEngine

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Engine/OMSEngine/part/omsEngine

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Engine/radialEngineMini/part/radialEngineMini

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Engine/radialLiquidEngine1-2/part/radialLiquidEngine1-2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Engine/rapierEngine/part/RAPIER

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Engine/sepMotor1/part/sepMotor1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Engine/smallRadialEngine/part/smallRadialEngine

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Engine/solidBooster/part/solidBooster

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Engine/solidBooster1-1/part/solidBooster1-1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Engine/toroidalAerospike/part/toroidalAerospike

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Engine/turboFanEngine/part/turboFanEngine

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Engine/vernierEngine/part/vernierEngine

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/FuelTank/fuelTank/part/fuelTank

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/FuelTank/fuelTank1-2/part/fuelTank1-2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/FuelTank/fuelTank2-2/part/fuelTank2-2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/FuelTank/fuelTank3-2/part/fuelTank3-2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/FuelTank/fuelTank4-2/part/fuelTank4-2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/FuelTank/fuelTankSmall/part/fuelTankSmall

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/FuelTank/fuelTankSmallFlat/part/fuelTankSmallFlat

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/FuelTank/fuelTank_long/part/fuelTank_long

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/FuelTank/miniFuelTank/part/miniFuelTank

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/FuelTank/MK1Fuselage/part/MK1Fuselage

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/FuelTank/MK1FuselageStructural/part/Mk1FuselageStructural

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/FuelTank/mk2Fuselage/part/mk2Fuselage

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/FuelTank/mk2SpacePlaneAdapter/part/mk2SpacePlaneAdapter

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/FuelTank/mk3Fuselage/part/mk3Fuselage

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/FuelTank/mk3spacePlaneAdapter/part/mk3spacePlaneAdapter

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/FuelTank/radialRCSTank/part/radialRCSTank

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/FuelTank/RCSFuelTank/part/RCSFuelTank

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/FuelTank/RCSTank1-2/part/RCSTank1-2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/FuelTank/RCStankMini/part/rcsTankMini

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/FuelTank/RCStankRadialLong/part/rcsTankRadialLong

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/FuelTank/toroidalFuelTank/part/toroidalFuelTank

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/FuelTank/xenonTank/part/xenonTank

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/FuelTank/xenonTankRadial/part/xenonTankRadial

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Science/GooExperiment/part/GooExperiment

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Science/LargeCrewedLab/part/Large_Crewed_Lab

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Science/MaterialBay/part/science_module

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Structural/adaptersLargeSmallBi/part/adaptersLargeSmallBi

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Structural/adaptersLargeSmallQuad/part/adaptersLargeSmallQuad

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Structural/adaptersLargeSmallTri/part/adaptersLargeSmallTri

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Structural/adaptersSmallMiniShort/part/adaptersSmallMiniShort

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Structural/adaptSmallMiniTall/part/adaptSmallMiniTall

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Structural/nacelleBody/part/nacelleBody

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Structural/radialEngineBody/part/radialEngineBody

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Structural/smallHardpoint/part/smallHardpoint

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Structural/stationHub/part/stationHub

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Structural/structurallBeam1/part/structurallBeam1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Structural/structurallBeam2/part/structurallBeam2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Structural/structurallBeam3/part/structurallBeam3

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Structural/structuralMiniNode/part/structuralMiniNode

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Structural/structuralPanel1/part/structuralPanel1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Structural/structuralPanel2/part/structuralPanel2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Structural/structuralPylon/part/structuralPylon

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Structural/structuralWing/part/structuralWing

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Structural/strutConnector/part/strutConnector

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Structural/strutCube/part/strutCube

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Structural/strutOcto/part/strutOcto

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Structural/trussAdapter/part/trussAdapter

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Structural/trussPiece1x/part/trussPiece1x

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Structural/trussPiece3x/part/trussPiece3x

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/airScoop/part/airScoop

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/CircularIntake/part/CircularIntake

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/commDish/part/commDish

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/decoupler1-2/part/decoupler1-2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/dockingPort1/part/dockingPort1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/dockingPort2/part/dockingPort2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/dockingPort3/part/dockingPort3

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/dockingPortLarge/part/dockingPortLarge

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/dockingPortLateral/part/dockingPortLateral

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/fuelLine/part/fuelLine

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/ladder1/part/ladder1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/LandingLeg/part/landingLeg1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/LandingLeg1-2/part/landingLeg1-2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/largeAdapter/part/largeAdapter

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/largeAdapter2/part/largeAdapter2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/launchClamp1/part/launchClamp1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/linearRCS/part/linearRcs

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/longAntenna/part/longAntenna

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/mediumDishAntenna/part/mediumDishAntenna

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/miniLandingLeg/part/miniLandingLeg

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/parachuteDrogue/part/parachuteDrogue

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/parachuteLarge/part/parachuteLarge

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/parachuteRadial/part/parachuteRadial

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/parachute_single/part/parachuteSingle

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/radialDecoupler/part/radialDecoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/radialDecoupler1-2/part/radialDecoupler1-2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/radialDecoupler2/part/radialDecoupler2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/ramAirIntake/part/ramAirIntake

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/RCS block/part/RCSBlock

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/roverBody/part/roverBody

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/sensorAccelerometer/part/sensorAccelerometer

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/sensorBarometer/part/sensorBarometer

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/sensorGravimeter/part/sensorGravimeter

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/sensorThermometer/part/sensorThermometer

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/spotLight1/part/spotLight1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/spotLight2/part/spotLight2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/stackBiCoupler/part/stackBiCoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/StackDecoupler/part/stackDecoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/stackDecouplerMini/part/stackDecouplerMini

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/stackPoint1/part/stackPoint1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/stackQuadCoupler/part/stackQuadCoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/stackSeparator/part/stackSeparator

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/stackSeparatorBig/part/stackSeparatorBig

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/stackSeparatorMini/part/stackSeparatorMini

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/stackTriCoupler/part/stackTriCoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/telescopicLadder/part/telescopicLadder

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Utility/telescopicLadderBay/part/telescopicLadderBay

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Wheel/roverWheel1/part/roverWheel1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Wheel/roverWheel2/part/roverWheel2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Wheel/roverWheel3/part/roverWheel3

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Wheel/SmallGearBay/part/SmallGearBay

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PART) Squad/Parts/Wheel/wheelMed/part/wheelMed

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PROP) Squad/Props/AltimeterThreeHands/prop/AltimeterThreeHands

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PROP) Squad/Props/AtmosphereDepth/prop/AtmosphereDepth

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PROP) Squad/Props/AxisIndicator/pitchConfig/AxisIndicatorPitch

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PROP) Squad/Props/AxisIndicator/rollConfig/AxisIndicatorRoll

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PROP) Squad/Props/AxisIndicator/yawConfig/AxisIndicatorYaw

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PROP) Squad/Props/ButtonSquare/prop/ButtonSquare

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PROP) Squad/Props/circularButton/prop/circularButton

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PROP) Squad/Props/Compass/prop/Compass

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PROP) Squad/Props/directionalKnob/prop/directionalKnob

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PROP) Squad/Props/directionalKnob2/prop/directionalKnob2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PROP) Squad/Props/IndicatorPanel/prop/IndicatorPanel

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PROP) Squad/Props/ledPanelSpeed/prop/ledPanelSpeed

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PROP) Squad/Props/NavBall/prop/NavBall

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PROP) Squad/Props/pullSwitch/prop/pullSwitch

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PROP) Squad/Props/radarAltitude/prop/RadarAltimeter

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PROP) Squad/Props/squareButton/prop/squareButton

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PROP) Squad/Props/standingSwitch/prop/standingSwitch

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PROP) Squad/Props/switch/prop/switch

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PROP) Squad/Props/switchGuard/prop/switchGuard

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PROP) Squad/Props/switchWithGuards/prop/switchWithGuards

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(PROP) Squad/Props/throttle/prop/throttle

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)
Config(PROP) Squad/Props/VSI/prop/VSI

(Filename:
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)
Config(RESOURCE_DEFINITION) Squad/Resources/ResourcesGeneric/LiquidFuel

(Filename:
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)
Config(RESOURCE_DEFINITION) Squad/Resources/ResourcesGeneric/Oxidizer

(Filename:
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)
Config(RESOURCE_DEFINITION) Squad/Resources/ResourcesGeneric/SolidFuel

(Filename:
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)
Config(RESOURCE_DEFINITION) Squad/Resources/ResourcesGeneric/MonoPropellant

(Filename:
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)
Config(RESOURCE_DEFINITION) Squad/Resources/ResourcesGeneric/XenonGas

(Filename:
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)
Config(RESOURCE_DEFINITION) Squad/Resources/ResourcesGeneric/ElectricCharge

(Filename:
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)
Config(RESOURCE_DEFINITION) Squad/Resources/ResourcesGeneric/IntakeAir

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(RESOURCE_DEFINITION) Squad/Resources/ResourcesGeneric/EVA Propellant

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(EXPERIMENT_DEFINITION)

Squad/Resources/ScienceDefs/EXPERIMENT_DEFINITION

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(EXPERIMENT_DEFINITION)

Squad/Resources/ScienceDefs/EXPERIMENT_DEFINITION

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(EXPERIMENT_DEFINITION)

Squad/Resources/ScienceDefs/EXPERIMENT_DEFINITION

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(EXPERIMENT_DEFINITION)

Squad/Resources/ScienceDefs/EXPERIMENT_DEFINITION

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(EXPERIMENT_DEFINITION)

Squad/Resources/ScienceDefs/EXPERIMENT_DEFINITION

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(EXPERIMENT_DEFINITION)
Squad/Resources/ScienceDefs/EXPERIMENT_DEFINITION

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(EXPERIMENT_DEFINITION)
Squad/Resources/ScienceDefs/EXPERIMENT_DEFINITION

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(EXPERIMENT_DEFINITION)
Squad/Resources/ScienceDefs/EXPERIMENT_DEFINITION

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(EXPERIMENT_DEFINITION)
Squad/Resources/ScienceDefs/EXPERIMENT_DEFINITION

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(EXPERIMENT_DEFINITION)
Squad/Resources/ScienceDefs/EXPERIMENT_DEFINITION

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(STORY_DEF) Squad/Resources/StoryDefs/STORY_DEF

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(INTERNAL) Squad/Spaces/crewCabinInternals/internal/crewCabinInternals

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(INTERNAL) Squad/Spaces/cupolaInternal/internal/cupolaInternal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(INTERNAL) Squad/Spaces/GenericSpace1/internal/GenericSpace1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(INTERNAL) Squad/Spaces/GenericSpace3/internal/GenericSpace3

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(INTERNAL) Squad/Spaces/landerCabinInternals/internal/landerCabinInternals

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(INTERNAL)

Squad/Spaces/landerCabinSmallInternal/internal/landerCabinSmallInternal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(INTERNAL) Squad/Spaces/mk1CockpitInternal/internal/mk1CockpitInternal

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(INTERNAL) Squad/Spaces/mk1PodCockpit/internal/mk1PodCockpit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(INTERNAL) Squad/Spaces/PodCockpit/internal/PodCockpit

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Config(Settings) TriggerTech/KSPAlternateResourcePanel/settings/Settings

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Resource RESOURCE_DEFINITION added to database

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Resource RESOURCE_DEFINITION added to database

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Resource RESOURCE_DEFINITION added to database

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Resource RESOURCE_DEFINITION added to database

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Resource RESOURCE_DEFINITION added to database

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Resource RESOURCE_DEFINITION added to database

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Resource RESOURCE_DEFINITION added to database

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Resource RESOURCE_DEFINITION added to database

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

GameDatabase: Assets loaded in 32.307s

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'KWRocketry/Parts/Aero/150mSRBTop/part/KW2mSRBNoseCone'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

EffectList: Created 11 effect types

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_rocket_mini to FXGroup running

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Aero/KW5mNoseCone/part5m/KW5mNoseCone'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'KWRocketry/Parts/Aero/KWFin/part/KWFin'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'KWRocketry/Parts/Aero/KWFinGC/part/KWFinGC'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'KWRocketry/Parts/Aero/KWNoseCone/part1m/KW1mNoseCone'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'KWRocketry/Parts/Aero/KWNoseCone/part2m/KW2mNoseCone'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'KWRocketry/Parts/Aero/KWNoseCone/part3m/KW3mNoseCone'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Control/KWRadialSAS/part2m/KWSASmodule2mHalf'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Control/KWRadialSAS/part3m/KWSASmodule3mHalf'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Control/KWRadialSAS/part5m/KWSASmodule5mHalf'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Electrical/LargeRadialBatteries/partL/KWRadBattLargeL'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Electrical/LargeRadialBatteries/partS/KWRadBattLargeS'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Electrical/SmallRadialBatteries/partL/KWRadBattSmallL'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Electrical/SmallRadialBatteries/partS/KWRadBattSmallS'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Engines/1mMaverick1D/part/KW1mengineMaverick1D'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Engines/1mVestaVR1/part/KW1mengineVestaVR1'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Engines/1mWildcat5/part/KW1mengineWildCatV'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Engines/2mGriffonG8D/part/KW2mengineGriffonG8D'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Engines/2mMaverickV/part/KW2mengineMaverickV'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'KWRocketry/Parts/Engines/2mSPS/part/KW2mengineSPS'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Engines/2mVestaVR9D/part/KW2mengineVestaVR9D'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Engines/3mGriffonXX/part/KW3mengineGriffonXX'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'KWRocketry/Parts/Engines/3mTitanI/part/KW3mengineTitanT1'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Engines/3mWildcatXR/part/KW3mengineWildcarXR'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Engines/5mEngines/GC/KW5mengineGriffonC'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'KWRocketry/Parts/Engines/5mEngines/TV/KW5mengineTitanV'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/FairingBases/KWExpandedFairingBase/part1m/KW1mExpandedFairingBase'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_vent_large to FXGroup decouple

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/FairingBases/KWExpandedFairingBase/part2m/KW2mExpandedFairingBase'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_vent_large to FXGroup decouple

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/FairingBases/KWExpandedFairingBase/part3m/KW3mExpandedFairingBase'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_vent_large to FXGroup decouple

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/FairingBases/KWFairingBase/part1m/KW1mFairingBase'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_vent_large to FXGroup decouple

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/FairingBases/KWFairingBase/part2m/KW2mFairingBase'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_vent_large to FXGroup decouple

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/FairingBases/KWFairingBase/part3m/KW3mFairingBase'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_vent_large to FXGroup decouple

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fairings/KW12mExpandedFairingCone/part1m/KW12mExpandedFairingCone'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fairings/KW12mExpandedFairingCone/part2m/KW2mExpandedFairingCone'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fairings/KW12mFairingCone/part1m/KW1mFairingCone'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fairings/KW12mFairingCone/part2m/KW2mFairingCone'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fairings/KW3mExpandedFairingCone/part/KW3mExpandedFairingCone'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fairings/KW3mFairingCone/part/KW3mFairingCone'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fairings/KW5mExpandedFairingCone/part/KW5mExpFairingCone'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fairings/KW5mFairingCone/part/KW5mFairingCone'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fairings/UnifiedFairings/part1mDecouplerShroud/KW1mDecouplerShroud'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_decoupler_fire to FXGroup activate

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Cannot find fx group of that name for decoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Cannot find fx group of that name for decoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fairings/UnifiedFairings/part1mExpandingWall/KW1mExpandedFairingWall'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fairings/UnifiedFairings/part1mWall/KW1mFairingWall'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fairings/UnifiedFairings/part2mDecouplerShroud/KW2mDecouplerShroud'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_decoupler_fire to FXGroup activate

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Cannot find fx group of that name for decoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Cannot find fx group of that name for decoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fairings/UnifiedFairings/part2mExpandingWall/KW2mExpandedFairingWall'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fairings/UnifiedFairings/part2mWall/KW2mFairingWall'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fairings/UnifiedFairings/part3mDecouplerShroud/KW3mDecouplerShroud'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_decoupler_fire to FXGroup activate

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Cannot find fx group of that name for decoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Cannot find fx group of that name for decoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fairings/UnifiedFairings/part3mExpandingWall/KW3mExpandedFairingWall'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fairings/UnifiedFairings/part3mWall/KW3mFairingWall'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fairings/UnifiedFairings/part5mDecouplerShroud/KW5mDecouplerShroud'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_decoupler_fire to FXGroup activate

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Cannot find fx group of that name for decoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Cannot find fx group of that name for decoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fairings/UnifiedFairings/part5x3_AdaptorShroud/KW5x3AdapterShroud'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_decoupler_fire to FXGroup activate

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Cannot find fx group of that name for decoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Cannot find fx group of that name for decoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fairings/UnifiedFairings5m/Base/KW5mFairingBase'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_vent_large to FXGroup decouple

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fairings/UnifiedFairings5m/BaseExp/KW5mExpandedFairingBase'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_vent_large to FXGroup decouple

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fairings/UnifiedFairings5m/Wall/KW5mFairingWall'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fairings/UnifiedFairings5m/WallExp/KW5mExpFairingWall'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'KWRocketry/Parts/Fuel/KWSidetank/2mpart/KW2Sidetank'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'KWRocketry/Parts/Fuel/KWSidetank/3mpart/KW3Sidetank'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

[ShipConstruct for KW3Sidetank]: part cost (9720.0) is less than the cost of its resources (10038.3)

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fuel/KW_Universal_Tanks/1mL05/KW1mtankL0_5'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fuel/KW_Universal_Tanks/1mL05RCS/KW1mRCSfuel'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fuel/KW_Universal_Tanks/1mL1/KW1mtankL1'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fuel/KW_Universal_Tanks/1mL2/KW1mtankL2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fuel/KW_Universal_Tanks/1mL4/KW1mtankL4'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fuel/KW_Universal_Tanks/1mPancakeL05/KW1mtankPancake'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fuel/KW_Universal_Tanks/2mL05/KW2mtankL0_5'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fuel/KW_Universal_Tanks/2mL05RCS/KW2mRCSfuel'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fuel/KW_Universal_Tanks/2mL1/KW2mtankL1'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fuel/KW_Universal_Tanks/2mL2/KW2mtankL2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fuel/KW_Universal_Tanks/2mL4/KW2mtankL4'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fuel/KW_Universal_Tanks/2mL4A/KW2mtankL4A'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fuel/KW_Universal_Tanks/2mPancakeL05/KW2mtankPancake'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fuel/KW_Universal_Tanks/3mL05/KW3mtankL0_5'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fuel/KW_Universal_Tanks/3mL05RCS/KW3mRCSfuel'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fuel/KW_Universal_Tanks/3mL1/KW3mtankL1'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fuel/KW_Universal_Tanks/3mL2/KW3mtankL2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fuel/KW_Universal_Tanks/3mL4/KW3mtankL4'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fuel/KW_Universal_Tanks/3mL4A/KW3mtankL4A'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fuel/KW_Universal_Tanks/3mPancakeL05/KW3mtankPancake'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fuel/KW_Universal_Tanks/5mL0_5/KW5mtankL05'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fuel/KW_Universal_Tanks/5mL1_5/KW5mtankL1_5'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Fuel/KW_Universal_Tanks/5mL3_5/KW5mtankL3_5'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'KWRocketry/Parts/RCS/KWrCsPod/part/KWrCsPod'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader Warning: Variable model not found in Part

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'KWRocketry/Parts/RCS/KWrCsQuad/part/KWrCsQuad'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader Warning: Variable model not found in Part

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'KWRocketry/Parts/RCS/KWrCsQuad45/part/KWrCsQuad45'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader Warning: Variable model not found in Part

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'KWRocketry/Parts/Solids/025mGlobe/part/KWsrbGlobe'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader Warning: Variable model not found in Part

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'KWRocketry/Parts/Solids/075mAeroSRBs/partL/KWsrbGlobeVI'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'KWRocketry/Parts/Solids/075mAeroSRBs/partS/KWsrbGlobeV'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'KWRocketry/Parts/Solids/150mSRBs/partL/KWsrbGlobeX2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'KWRocketry/Parts/Solids/150mSRBs/partS/KWsrbGlobeX'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Solids/250mInlineThor/partL/KWsrbGlobeX10L'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Solids/250mInlineThor/partS/KWsrbGlobeX10S'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'KWRocketry/Parts/Solids/250mSRBThor/part/KWsrbGlobeX5'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader Warning: Variable model not found in Part

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'KWRocketry/Parts/Solids/SRBUllage/Large/KWsrbUllageLarge'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'KWRocketry/Parts/Solids/SRBUllage/part/KWsrbUllage'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Structural/KW3mDockingRing/part/KW3mDockingRing'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Structural/KWadapter2x1/21Structural/KWadapter2x1'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_decoupler_fire to FXGroup activate

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Cannot find fx group of that name for decoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDeb

ug.cpp Line: 49)

Cannot find fx group of that name for decoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDeb

ug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Structural/KWadapter3x2/32Structural/KWadapter3x2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDeb

ug.cpp Line: 49)

Added sound_decoupler_fire to FXGroup activate

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDeb

ug.cpp Line: 49)

Cannot find fx group of that name for decoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDeb

ug.cpp Line: 49)

Cannot find fx group of that name for decoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDeb

ug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Structural/KWDecoupler/5mDecoupler/KW5mStageDecoupler'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDeb

ug.cpp Line: 49)

Added sound_vent_large to FXGroup decouple

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Structural/KWDecoupler/part1m/KW1mDecoupler'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_decoupler_fire to FXGroup decouple

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Structural/KWDecoupler/part2m/KW2mDecoupler'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_decoupler_fire to FXGroup decouple

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Structural/KWDecoupler/part3m/KW3mDecoupler'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_decoupler_fire to FXGroup decouple

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Structural/KWFlatadapter2x1/part/KWFlatadapter2x1'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Structural/KWFlatadapter3x1/part/KWFlatadapter3x1'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Structural/KWFlatadapter3x2/part/KWFlatadapter3x2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Structural/KWFuelAdapter/21part/KWFuelAdapter2x1'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Structural/KWFuelAdapter/21part45/KWFuelAdapter2x1S'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Structural/KWFuelAdapter/31part/KWFuelAdapter3x1'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Structural/KWFuelAdapter/31part45/KWFuelAdapter3x1S'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Structural/KWFuelAdapter/32part/KWFuelAdapter3x2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Structural/KWFuelAdapter/32part45/KWFuelAdapter3x2S'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Structural/KWFuelAdapter/52part/KWFuelAdapter5x2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Structural/KWFuelAdapter/53part/KWFuelAdapter5x3'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Structural/KWPetalAdapter3m/PetalAdapter3m/KW3mPetalAdapter'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_decoupler_fire to FXGroup activate

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Cannot find fx group of that name for decoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Cannot find fx group of that name for decoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Cannot find fx group of that name for decoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Cannot find fx group of that name for decoupler

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Structural/kwstrutConnectorHeavy/part/strutConnectorHeavy'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'KWRocketry/Parts/Structural/kwstrutConnectorMedium/part/strutConnectorMedium'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'NASAMission/Parts/GrapplingDevice/part/GrapplingDevice'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'NASAMission/Parts/LaunchEscapeSystem/part/LaunchEscapeSystem'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'NASAMission/Parts/MassiveSRB/part/MassiveBooster'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'NASAMission/Parts/PotatoRoid/part/PotatoRoid'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'NASAMission/Parts/Size2LFB/part/Size2LFB'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'NASAMission/Parts/Size3AdvancedEngine/part/Size3AdvancedEngine'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'NASAMission/Parts/Size3Decoupler/part/size3Decoupler'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_vent_large to FXGroup decouple

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'NASAMission/Parts/Size3EngineCluster/part/Size3EngineCluster'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'NASAMission/Parts/Size3LargeTank/part/Size3LargeTank'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'NASAMission/Parts/Size3MediumTank/part/Size3MediumTank'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'NASAMission/Parts/Size3SmallTank/part/Size3SmallTank'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'NASAMission/Parts/Size3To2Adapter/part/Size3to2Adapter'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Aero/advancedCanard/part/AdvancedCanard'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Aero/Ailerons/part/StandardCtrlSrf'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Aero/airplaneTail/part/airplaneTail'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Aero/CanardController/part/CanardController'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Aero/deltaWing/part/deltaWing'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Aero/NoseCone/part/noseCone'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Aero/noseConeAdapter/part/noseConeAdapter'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Aero/rocketNoseCone/part/rocketNoseCone'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Aero/smallCtrlSrf/part/smallCtrlSrf'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Aero/standardNoseCone/part/standardNoseCone'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Aero/sweptWing/part/sweptWing'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Aero/tailfin/part/tailfin'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Aero/wingConnector/part/wingConnector'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Aero/winglet/part/winglet'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Aero/winglet2/part/R8winglet'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Aero/winglet3/part/winglet3'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Command/advSasModule/part/advSasModule'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Command/asasmodule1-2/part/asasmodule1-2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'Squad/Parts/Command/avionicsNoseCone/part/avionicsNoseCone'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Command/crewCabin/part/crewCabin'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Command/cupola/part/cupola'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Command/landerCabinSmall/part/landerCabinSmall'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Command/Mark1Cockpit/part/Mark1Cockpit'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Command/Mark2Cockpit/part/Mark2Cockpit'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Command/mark3Cockpit/part/mark3Cockpit'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Command/Mk1-2Pod/part/Mark1-2Pod'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Command/mk1pod/part/mk1pod'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Command/mk2LanderCabin/part/mk2LanderCabin'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Command/probeCoreCube/part/probeCoreCube'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Command/probeCoreHex/part/probeCoreHex'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Command/probeCoreOcto/part/probeCoreOcto'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Command/probeCoreOcto2/part/probeCoreOcto2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Command/probeCoreSphere/part/probeCoreSphere'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Command/probeStackLarge/part/probeStackLarge'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Command/probeStackSmall/part/probeStackSmall'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Command/sasModule/part/sasModule'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Command/seatExternalCmd/part/seatExternalCmd'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Electrical/batteryBank/part/batteryBank'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Electrical/batteryBankLarge/part/batteryBankLarge'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Electrical/batteryBankMini/part/batteryBankMini'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Electrical/batteryPack/part/batteryPack'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'Squad/Parts/Electrical/ksp_r_largeBatteryPack/part/ksp_r_largeBatteryPack'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Electrical/largeSolarPanel/part/largeSolarPanel'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Electrical/RTG/part/rtg'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Electrical/solarPanels1/part/solarPanels1'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Electrical/solarPanels2/part/solarPanels2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Electrical/solarPanels3/part/solarPanels3'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Electrical/solarPanels4/part/solarPanels4'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Electrical/solarPanels5/part/solarPanels5'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'Squad/Parts/Engine/engineLargeSkipper/part/engineLargeSkipper'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_rocket_hard to FXGroup running

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_explosion_low to FXGroup flameout

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Engine/ionEngine/part/ionEngine'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Engine/JetEngine/part/JetEngine'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_jet_deep to FXGroup power

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_explosion_low to FXGroup flameout

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Engine/liquidEngine1/part/liquidEngine'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_rocket_hard to FXGroup running

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_explosion_low to FXGroup flameout

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Engine/liquidEngine1-2/part/liquidEngine1-2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_rocket_hard to FXGroup running

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_explosion_low to FXGroup flameout

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Engine/liquidEngine2/part/liquidEngine2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_rocket_hard to FXGroup running

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_explosion_low to FXGroup flameout

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Engine/liquidEngine2-2/part/liquidEngine2-2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_rocket_hard to FXGroup running

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Engine/liquidEngine3/part/liquidEngine3'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_rocket_hard to FXGroup running

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Engine/liquidEngineMini/part/liquidEngineMini'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_rocket_mini to FXGroup running

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Engine/microEngine/part/microEngine'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_rocket_mini to FXGroup running

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Engine/nuclearEngine/part/nuclearEngine'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_rocket_hard to FXGroup running

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Engine/OMSEngine/part/omsEngine'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_rocket_mini to FXGroup running

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Engine/radialEngineMini/part/radialEngineMini'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_rocket_mini to FXGroup running

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Engine/radialLiquidEngine1-2/part/radialLiquidEngine1-2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_rocket_hard to FXGroup running

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Engine/rapierEngine/part/RAPIER'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Engine/sepMotor1/part/sepMotor1'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_rocket_mini to FXGroup running

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Engine/smallRadialEngine/part/smallRadialEngine'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_rocket_mini to FXGroup running

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Engine/solidBooster/part/solidBooster'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_rocket_hard to FXGroup running

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Engine/solidBooster1-1/part/solidBooster1-1'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_rocket_hard to FXGroup running

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Engine/toroidalAerospike/part/toroidalAerospike'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_rocket_hard to FXGroup running

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_explosion_low to FXGroup flameout

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Engine/turboFanEngine/part/turboFanEngine'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_jet_deep to FXGroup power

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_explosion_low to FXGroup flameout

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Engine/vernierEngine/part/vernierEngine'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/FuelTank/fuelTank/part/fuelTank'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/FuelTank/fuelTank1-2/part/fuelTank1-2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/FuelTank/fuelTank2-2/part/fuelTank2-2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/FuelTank/fuelTank3-2/part/fuelTank3-2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/FuelTank/fuelTank4-2/part/fuelTank4-2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/FuelTank/fuelTankSmall/part/fuelTankSmall'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/FuelTank/fuelTankSmallFlat/part/fuelTankSmallFlat'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/FuelTank/fuelTank_long/part/fuelTank_long'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/FuelTank/miniFuelTank/part/miniFuelTank'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/FuelTank/MK1Fuselage/part/MK1Fuselage'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'Squad/Parts/FuelTank/MK1FuselageStructural/part/Mk1FuselageStructural'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/FuelTank/mk2Fuselage/part/mk2Fuselage'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'Squad/Parts/FuelTank/mk2SpacePlaneAdapter/part/mk2SpacePlaneAdapter'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/FuelTank/mk3Fuselage/part/mk3Fuselage'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'Squad/Parts/FuelTank/mk3spacePlaneAdapter/part/mk3spacePlaneAdapter'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/FuelTank/radialRCSTank/part/radialRCSTank'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/FuelTank/RCSFuelTank/part/RCSFuelTank'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/FuelTank/RCSTank1-2/part/RCSTank1-2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/FuelTank/RCStankMini/part/rcsTankMini'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'Squad/Parts/FuelTank/RCStankRadialLong/part/rcsTankRadialLong'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/FuelTank/toroidalFuelTank/part/toroidalFuelTank'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/FuelTank/xenonTank/part/xenonTank'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/FuelTank/xenonTankRadial/part/xenonTankRadial'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Science/GooExperiment/part/GooExperiment'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Science/LargeCrewedLab/part/Large_Crewed_Lab'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Science/MaterialBay/part/science_module'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'Squad/Parts/Structural/adaptLargeSmallBi/part/adaptLargeSmallBi'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'Squad/Parts/Structural/adaptLargeSmallQuad/part/adaptLargeSmallQuad'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'Squad/Parts/Structural/adapterLargeSmallTri/part/adapterLargeSmallTri'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'Squad/Parts/Structural/adapterSmallMiniShort/part/adapterSmallMiniShort'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'Squad/Parts/Structural/adapterSmallMiniTall/part/adapterSmallMiniTall'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Structural/nacelleBody/part/nacelleBody'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Structural/radialEngineBody/part/radialEngineBody'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Structural/smallHardpoint/part/smallHardpoint'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Structural/stationHub/part/stationHub'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Structural/structuralBeam1/part/structuralBeam1'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Structural/structuralBeam2/part/structuralBeam2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Structural/structuralBeam3/part/structuralBeam3'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'Squad/Parts/Structural/structuralMiniNode/part/structuralMiniNode'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Structural/structuralPanel1/part/structuralPanel1'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Structural/structuralPanel2/part/structuralPanel2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Structural/structuralPylon/part/structuralPylon'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_vent_large to FXGroup decouple

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Structural/structuralWing/part/structuralWing'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Structural/strutConnector/part/strutConnector'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Structural/strutCube/part/strutCube'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Structural/strutOcto/part/strutOcto'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Structural/trussAdapter/part/trussAdapter'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Structural/trussPiece1x/part/trussPiece1x'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Structural/trussPiece3x/part/trussPiece3x'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/airScoop/part/airScoop'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/CircularIntake/part/CircularIntake'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/commDish/part/commDish'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/decoupler1-2/part/decoupler1-2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_decoupler_fire to FXGroup decouple

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/dockingPort1/part/dockingPort1'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/dockingPort2/part/dockingPort2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/dockingPort3/part/dockingPort3'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/dockingPortLarge/part/dockingPortLarge'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/dockingPortLateral/part/dockingPortLateral'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/fuelLine/part/fuelLine'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/ladder1/part/ladder1'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/LandingLeg/part/landingLeg1'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/LandingLeg1-2/part/landingLeg1-2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/largeAdapter/part/largeAdapter'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/largeAdapter2/part/largeAdapter2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/launchClamp1/part/launchClamp1'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_decoupler_fire_quietkw to FXGroup activate

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/linearRCS/part/linearRcs'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/longAntenna/part/longAntenna'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'Squad/Parts/Utility/mediumDishAntenna/part/mediumDishAntenna'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/miniLandingLeg/part/miniLandingLeg'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/parachuteDrogue/part/parachuteDrogue'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_parachute_open to FXGroup activate

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/parachuteLarge/part/parachuteLarge'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_parachute_open to FXGroup activate

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/parachuteRadial/part/parachuteRadial'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_parachute_open to FXGroup activate

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/parachute_single/part/parachuteSingle'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_parachute_open to FXGroup activate

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/radialDecoupler/part/radialDecoupler'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_vent_large to FXGroup decouple

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/radialDecoupler1-2/part/radialDecoupler1-2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_decoupler_fire to FXGroup decouple

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/radialDecoupler2/part/radialDecoupler2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_vent_large to FXGroup decouple

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/ramAirIntake/part/ramAirIntake'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/RCS block/part/RCSBlock'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/roverBody/part/roverBody'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'Squad/Parts/Utility/sensorAccelerometer/part/sensorAccelerometer'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/sensorBarometer/part/sensorBarometer'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/sensorGravimeter/part/sensorGravimeter'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/sensorThermometer/part/sensorThermometer'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/spotLight1/part/spotLight1'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/spotLight2/part/spotLight2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/stackBiCoupler/part/stackBiCoupler'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/StackDecoupler/part/stackDecoupler'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_vent_large to FXGroup decouple

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/stackDecouplerMini/part/stackDecouplerMini'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/stackPoint1/part/stackPoint1'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/stackQuadCoupler/part/stackQuadCoupler'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/stackSeparator/part/stackSeparator'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_vent_large to FXGroup decouple

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/stackSeparatorBig/part/stackSeparatorBig'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Added sound_vent_large to FXGroup decouple

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/stackSeparatorMini/part/stackSeparatorMini'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/stackTriCoupler/part/stackTriCoupler'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Utility/telescopicLadder/part/telescopicLadder'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part

'Squad/Parts/Utility/telescopicLadderBay/part/telescopicLadderBay'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Wheel/roverWheel1/part/roverWheel1'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Wheel/roverWheel2/part/roverWheel2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Wheel/roverWheel3/part/roverWheel3'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Wheel/SmallGearBay/part/SmallGearBay'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Part 'Squad/Parts/Wheel/wheelMed/part/wheelMed'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space

'Squad/Props/AltimeterThreeHands/prop/AltimeterThreeHands'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space

'Squad/Props/AtmosphereDepth/prop/AtmosphereDepth'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space

'Squad/Props/AxisIndicator/pitchConfig/AxisIndicatorPitch'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space 'Squad/Props/AxisIndicator/rollConfig/AxisIndicatorRoll'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space

'Squad/Props/AxisIndicator/yawConfig/AxisIndicatorYaw'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space 'Squad/Props/ButtonSquare/prop/ButtonSquare'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space 'Squad/Props/circularButton/prop/circularButton'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space 'Squad/Props/Compass/prop/Compass'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space 'Squad/Props/directionalKnob/prop/directionalKnob'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space 'Squad/Props/directionalKnob2/prop/directionalKnob2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space 'Squad/Props/IndicatorPanel/prop/IndicatorPanel'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space 'Squad/Props/ledPanelSpeed/prop/ledPanelSpeed'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space 'Squad/Props/NavBall/prop/NavBall'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space 'Squad/Props/pullSwitch/prop/pullSwitch'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space 'Squad/Props/radarAltitude/prop/RadarAltimeter'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space 'Squad/Props/squareButton/prop/squareButton'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space 'Squad/Props/standingSwitch/prop/standingSwitch'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space 'Squad/Props/switch/prop/switch'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space 'Squad/Props/switchGuard/prop/switchGuard'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space

'Squad/Props/switchWithGuards/prop/switchWithGuards'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space 'Squad/Props/throttle/prop/throttle'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space 'Squad/Props/VSI/prop/VSI'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space

'Squad/Spaces/crewCabinInternals/internal/crewCabinInternals'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space 'Squad/Spaces/cupolaInternal/internal/cupolaInternal'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space 'Squad/Spaces/GenericSpace1/internal/GenericSpace1'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space 'Squad/Spaces/GenericSpace3/internal/GenericSpace3'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space

'Squad/Spaces/landerCabinInternals/internal/landerCabinInternals'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space

'Squad/Spaces/landerCabinSmallInternal/internal/landerCabinSmallInternal'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space

'Squad/Spaces/mk1CockpitInternal/internal/mk1CockpitInternal'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space

'Squad/Spaces/mk1PodCockpit/internal/mk1PodCockpit'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

PartLoader: Compiling Internal Space 'Squad/Spaces/PodCockpit/internal/PodCockpit'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

UnloadTime: 3.198860 ms

Unloading 7 Unused Serialized files (Serialized files now loaded: 0 / Dirty serialized files: 0)

Unloading 212 unused Assets to reduce memory usage. Loaded Objects now: 72426.

Total: 31.574640 ms (FindLiveObjects: 3.170042 ms CreateObjectMapping: 1.000544 ms

MarkObjects: 26.269022 ms DeleteObjects: 0.787707 ms)

[SpaceNavCamera]: Found 3DConnexion Device.

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

[SpaceNavCamera]: Found 3DConnexion Device.

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Agent: Found 18 agent mentality types

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

AgentList: 27 agents parsed and loaded.

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Look rotation viewing vector is zero

(Filename: Line: 57)

[CelestialBody]: Kerbin's solar day length is 1d, 0h, 0m long. sidereal day length is 5h, 59m, 59s long

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

[HighLogic]: ===== Scene Change : From LOADING to MAINMENU =====

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

UnloadTime: 3.255297 ms

Unloading 1 Unused Serialized files (Serialized files now loaded: 0 / Dirty serialized files: 0)

Unloading 8 unused Assets to reduce memory usage. Loaded Objects now: 104608.

Total: 68.728676 ms (FindLiveObjects: 4.308375 ms CreateObjectMapping: 1.084898 ms

MarkObjects: 62.845184 ms DeleteObjects: 0.181917 ms)

Unloading 0 Unused Serialized files (Serialized files now loaded: 0 / Dirty serialized files: 0)

Unloading 0 unused Assets to reduce memory usage. Loaded Objects now: 104602.

Total: 66.995956 ms (FindLiveObjects: 4.193401 ms CreateObjectMapping: 1.026961 ms

MarkObjects: 61.359825 ms DeleteObjects: 0.138389 ms)

UnloadTime: 3.188353 ms

Unloading 2 Unused Serialized files (Serialized files now loaded: 0 / Dirty serialized files: 0)

Unloading 9 unused Assets to reduce memory usage. Loaded Objects now: 106499.

Total: 68.543457 ms (FindLiveObjects: 4.695024 ms CreateObjectMapping: 1.143136 ms

MarkObjects: 61.808018 ms DeleteObjects: 0.587178 ms)

Crash!!!

SymInit: Symbol-SearchPath: '.;c:\program files (x86)\steam\steamapps\common\kerbal space
program;C:\program files (x86)\steam\steamapps\common\kerbal space

program;C:\Windows;C:\Windows\system32;SRV*C:\websymbols*http://msdl.microsoft.com/d
ownload/symbols;', symOptions: 530, UserName: 'Jos'

OS-Version: 6.2.9200 () 0x100-0x1

C:\program files (x86)\steam\steamapps\common\kerbal space

program\ksp_x64.exe:ksp_x64.exe (00007FF61B7B0000), size: 15511552 (result: 0),

SymType: '-exported-', PDB: 'C:\program files (x86)\steam\steamapps\common\kerbal space
program\ksp_x64.exe', fileVersion: 4.5.2.26843

C:\Windows\SYSTEM32\ntdll.dll:ntdll.dll (00007FFEDFF00000), size: 1744896 (result: 0),

SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\ntdll.dll', fileVersion: 6.3.9600.17031

C:\Windows\system32\KERNEL32.DLL:KERNEL32.DLL (00007FFEDFAA0000), size:

1286144 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\KERNEL32.DLL',
fileVersion: 6.3.9600.17056

C:\Windows\system32\KERNELBASE.dll:KERNELBASE.dll (00007FFEDD340000), size:

1110016 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\KERNELBASE.dll',
fileVersion: 6.3.9600.17055

C:\Windows\SYSTEM32\HID.DLL:HID.DLL (00007FFEDC4A0000), size: 53248 (result: 0),

SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\HID.DLL', fileVersion: 6.3.9600.16384

C:\Windows\system32\WS2_32.dll:WS2_32.dll (00007FFEDDDD0000), size: 360448 (result:

0), SymType: '-exported-', PDB: 'C:\Windows\system32\WS2_32.dll', fileVersion:
6.3.9600.16384

C:\Windows\system32\USER32.dll:USER32.dll (00007FFEDF540000), size: 1511424 (result:

0), SymType: '-exported-', PDB: 'C:\Windows\system32\USER32.dll', fileVersion:
6.3.9600.17031

C:\Windows\SYSTEM32\VERSION.dll:VERSION.dll (00007FFEDB0F0000), size: 40960

(result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\VERSION.dll', fileVersion:
6.3.9600.16384

C:\Windows\system32\ole32.dll:ole32.dll (00007FFEDF750000), size: 1540096 (result: 0),

SymType: '-exported-', PDB: 'C:\Windows\system32\ole32.dll', fileVersion: 6.3.9600.17042

C:\Windows\system32\SHLWAPI.dll:SHLWAPI.dll (00007FFEDF9E0000), size: 331776 (result:

0), SymType: '-exported-', PDB: 'C:\Windows\system32\SHLWAPI.dll', fileVersion:
6.3.9600.16384

C:\Windows\system32\ADVAPI32.dll:ADVAPI32.dll (00007FFEDFE40000), size: 675840

(result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\ADVAPI32.dll', fileVersion:

6.3.9600.17031

C:\Windows\system32\GDI32.dll:GDI32.dll (00007FFEDF3F0000), size: 1327104 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\GDI32.dll', fileVersion: 6.3.9600.17111

C:\Windows\system32\SHELL32.dll:SHELL32.dll (00007FFEDDFD0000), size: 21102592 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\SHELL32.dll', fileVersion:

6.3.9600.17090

C:\Windows\SYSTEM32\OPENGL32.dll:OPENGL32.dll (00007FFEC92D0000), size: 1183744 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\OPENGL32.dll', fileVersion:

6.3.9600.16384

C:\Windows\SYSTEM32\WINMM.dll:WINMM.dll (00007FFEDB5B0000), size: 126976 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\WINMM.dll', fileVersion:

6.3.9600.16384

C:\Windows\system32\OLEAUT32.dll:OLEAUT32.dll (00007FFEDFB0000), size: 749568 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\OLEAUT32.dll', fileVersion:

6.3.9600.16506

C:\Windows\SYSTEM32\MSACM32.dll:MSACM32.dll (00007FFEDB5D0000), size: 110592 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\MSACM32.dll', fileVersion:

6.3.9600.16384

C:\Windows\system32\IMM32.dll:IMM32.dll (00007FFEDDF90000), size: 212992 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\IMM32.dll', fileVersion: 6.3.9600.17031

C:\Windows\SYSTEM32\DNSAPI.dll:DNSAPI.dll (00007FFEDC940000), size: 667648 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\DNSAPI.dll', fileVersion:

6.3.9600.17039

C:\Windows\SYSTEM32\IPHLPAPI.DLL:IPHLPAPI.DLL (00007FFED9050000), size: 167936 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\IPHLPAPI.DLL', fileVersion:

6.3.9600.16384

C:\Windows\SYSTEM32\WINHTTP.dll:WINHTTP.dll (00007FFED5720000), size: 806912 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\WINHTTP.dll', fileVersion:

6.3.9600.16384

C:\Windows\system32\msvcrt.dll:msvcrt.dll (00007FFEDF8D0000), size: 684032 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\msvcrt.dll', fileVersion: 7.0.9600.16384

C:\Windows\system32\NSI.dll:NSI.dll (00007FFEDFEF0000), size: 36864 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\NSI.dll', fileVersion: 6.3.9600.16384

C:\Windows\system32\RPCRT4.dll:RPCRT4.dll (00007FFEDDC90000), size: 1269760 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\RPCRT4.dll', fileVersion:

6.3.9600.16384

C:\Windows\SYSTEM32\combase.dll:combase.dll (00007FFEDD780000), size: 1925120 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\combase.dll', fileVersion:

6.3.9600.17031

C:\Windows\SYSTEM32\sechost.dll:sechost.dll (00007FFEDF6F0000), size: 356352 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\sechost.dll', fileVersion: 6.3.9600.16384

C:\Windows\SYSTEM32\GLU32.dll:GLU32.dll (00007FFECE280000), size: 180224 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\GLU32.dll', fileVersion: 6.3.9600.16384

C:\Windows\SYSTEM32\DDRAW.dll:DDRAW.dll (00007FFEC60A0000), size: 999424 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\DDRAW.dll', fileVersion: 6.3.9600.16384

C:\Windows\SYSTEM32\WINMMBASE.dll:WINMMBASE.dll (00007FFED9970000), size: 172032 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\WINMMBASE.dll', fileVersion: 6.3.9600.16384

C:\Windows\system32\MSCTF.dll:MSCTF.dll (00007FFEDDB40000), size: 1282048 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\MSCTF.dll', fileVersion: 6.3.9600.17031

C:\Windows\SYSTEM32\WINNSI.DLL:WINNSI.DLL (00007FFED9BA0000), size: 40960 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\WINNSI.DLL', fileVersion: 6.3.9600.16384

C:\Windows\SYSTEM32\DCIMAN32.dll:DCIMAN32.dll (00007FFEDB630000), size: 36864 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\DCIMAN32.dll', fileVersion: 6.3.9600.16384

C:\Windows\SYSTEM32\cfgmgr32.dll:cfgmgr32.dll (00007FFEDD500000), size: 303104 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\cfgmgr32.dll', fileVersion: 6.3.9600.16384

C:\Windows\SYSTEM32\DEVOBJ.dll:DEVOBJ.dll (00007FFEDC0F0000), size: 155648 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\DEVOBJ.dll', fileVersion: 6.3.9600.16384

C:\Windows\SYSTEM32\shcore.dll:shcore.dll (00007FFEDB8B0000), size: 651264 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\shcore.dll', fileVersion: 6.3.9600.17031

C:\program files (x86)\steam\steamapps\common\kerbal space program\ksp_x64_Data\Mono\mono.dll:mono.dll (00007FFEC4210000), size: 2985984 (result: 0), SymType: '-exported-', PDB: 'C:\program files (x86)\steam\steamapps\common\kerbal space program\ksp_x64_Data\Mono\mono.dll'

C:\Windows\system32\PSAPI.DLL:PSAPI.DLL (00007FFEDDC80000), size: 28672 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\PSAPI.DLL', fileVersion: 6.3.9600.16384

C:\Windows\SYSTEM32\MSWSOCK.dll:MSWSOCK.dll (00007FFEDCB50000), size: 360448 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\MSWSOCK.dll', fileVersion: 6.3.9600.16384

C:\Windows\SYSTEM32\kernel.appcore.dll:kernel.appcore.dll (00007FFEDC120000), size: 40960 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\kernel.appcore.dll', fileVersion: 6.3.9600.16384

C:\Windows\SYSTEM32\CRYPTBASE.dll:CRYPTBASE.dll (00007FFEDD1B0000), size: 40960 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\CRYPTBASE.dll', fileVersion: 6.3.9600.16384

C:\Windows\SYSTEM32\bcryptPrimitives.dll:bcryptPrimitives.dll (00007FFEDD150000), size: 393216 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\bcryptPrimitives.dll', fileVersion: 6.3.9600.17031

C:\Windows\system32\uxtheme.dll:uxtheme.dll (00007FFEDBFC0000), size: 1183744 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\uxtheme.dll', fileVersion: 6.3.9600.17031

C:\Windows\system32\dwmapi.dll:dwmapi.dll (00007FFEDB6E0000), size: 131072 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\dwmapi.dll', fileVersion: 6.3.9600.17090

C:\Windows\SYSTEM32\d3d9.dll:d3d9.dll (00007FFEC00C0000), size: 2129920 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\d3d9.dll', fileVersion: 6.3.9600.17085

C:\Windows\SYSTEM32\aticfx64.dll:aticfx64.dll (00007FFEDACD0000), size: 1355776 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\aticfx64.dll', fileVersion: 8.17.10.1280

C:\Windows\SYSTEM32\atiu9p64.dll:atiu9p64.dll (00007FFEC0CF30000), size: 135168 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\atiu9p64.dll', fileVersion: 8.14.1.6374

C:\Windows\SYSTEM32\atiumd64.dll:atiumd64.dll (00007FFEBF910000), size: 7999488 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\atiumd64.dll', fileVersion: 9.14.10.1029

C:\Windows\SYSTEM32\atiumd6a.dll:atiumd6a.dll (000000005E550000), size: 7565312 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\atiumd6a.dll', fileVersion: 8.14.10.448

C:\Windows\SYSTEM32\MMDevAPI.DLL:MMDevAPI.DLL (00007FFED9E60000), size: 401408 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\MMDevAPI.DLL', fileVersion: 6.3.9600.17031

C:\Windows\SYSTEM32\wdmaud.drv:wdmaud.drv (00007FFED8090000), size: 245760 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\wdmaud.drv', fileVersion: 6.3.9600.16384

C:\Windows\SYSTEM32\ksuser.dll:ksuser.dll (00007FFED8E10000), size: 32768 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\ksuser.dll', fileVersion: 6.3.9600.16384

C:\Windows\SYSTEM32\AVRT.dll:AVRT.dll (00007FFEDB390000), size: 45056 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\AVRT.dll', fileVersion: 6.3.9600.16384

C:\Windows\SYSTEM32\AUDIOSES.DLL:AUDIOSES.DLL (00007FFECE3A0000), size: 483328 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\AUDIOSES.DLL', fileVersion: 6.3.9600.17090

C:\Windows\SYSTEM32\powrprof.dll:powrprof.dll (00007FFEDCBB0000), size: 282624

(result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\powrprof.dll', fileVersion: 6.3.9600.17031
C:\Windows\SYSTEM32\msacm32.drv:msacm32.drv (00007FFEDB5F0000), size: 45056
(result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\msacm32.drv', fileVersion: 6.3.9600.16384
C:\Windows\SYSTEM32\midimap.dll:midimap.dll (00007FFED9260000), size: 40960 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\midimap.dll', fileVersion: 6.3.9600.16384
C:\Windows\SYSTEM32\dsound.dll:dsound.dll (00007FFECD000000), size: 552960 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\dsound.dll', fileVersion: 6.3.9600.16384
C:\Windows\SYSTEM32\clbcatq.dll:clbcatq.dll (00007FFEDDEE0000), size: 671744 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\clbcatq.dll', fileVersion: 2001.12.10530.16384
C:\Windows\SYSTEM32\xinput1_3.dll:xinput1_3.dll (0000000000400000), size: 122880
(result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\xinput1_3.dll', fileVersion: 9.18.944.0
C:\Windows\system32\SETUPAPI.dll:SETUPAPI.dll (00007FFEDD960000), size: 1916928
(result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\SETUPAPI.dll', fileVersion: 6.3.9600.17031
C:\Windows\system32\wbem\wbemprox.dll:wbemprox.dll (00007FFECD280000), size: 61440
(result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\wbem\wbemprox.dll', fileVersion: 6.3.9600.16384
C:\Windows\SYSTEM32\wbemcomn.dll:wbemcomn.dll (00007FFECD8E0000), size: 520192
(result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\wbemcomn.dll', fileVersion: 6.3.9600.16384
C:\Windows\SYSTEM32\CRYPTSP.dll:CRYPTSP.dll (00007FFEDCC00000), size: 122880
(result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\CRYPTSP.dll', fileVersion: 6.3.9600.16384
C:\Windows\system32\rsaenh.dll:rsaenh.dll (00007FFEDC7D0000), size: 217088 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\rsaenh.dll', fileVersion: 6.3.9600.16384
C:\Windows\SYSTEM32\bcrypt.dll:bcrypt.dll (00007FFEDCE30000), size: 155648 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\bcrypt.dll', fileVersion: 6.3.9600.17031
C:\Windows\system32\wbem\wbemsvc.dll:wbemsvc.dll (00007FFECC290000), size: 81920
(result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\wbem\wbemsvc.dll', fileVersion: 6.3.9600.16384
C:\Windows\system32\wbem\fastprox.dll:fastprox.dll (00007FFECC2C0000), size: 933888
(result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\wbem\fastprox.dll', fileVersion: 6.3.9600.16384

C:\Windows\SYSTEM32\dhcpcsvc6.DLL:dhcpcsvc6.DLL (00007FFED8AB0000), size: 81920 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\dhcpcsvc6.DLL', fileVersion: 6.3.9600.16384

C:\Windows\SYSTEM32\dhcpcsvc.DLL:dhcpcsvc.DLL (00007FFED8A90000), size: 102400 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\dhcpcsvc.DLL', fileVersion: 6.3.9600.16384

C:\Windows\system32\napinsp.dll:napinsp.dll (00007FFECC0B0000), size: 81920 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\napinsp.dll', fileVersion: 6.3.9600.16384

C:\Windows\system32\pnrpnspl.dll:pnrpnspl.dll (00007FFECC090000), size: 102400 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\pnrpnspl.dll', fileVersion: 6.3.9600.16384

C:\Windows\system32\NLAapi.dll:NLAapi.dll (00007FFED9ED0000), size: 102400 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\NLAapi.dll', fileVersion: 6.3.9600.16384

C:\Windows\System32\winrnr.dll:winrnr.dll (00007FFECC280000), size: 49152 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\System32\winrnr.dll', fileVersion: 6.3.9600.16384

C:\Program Files\Bonjour\mdnsNSP.dll:mdnsNSP.dll (000000005F510000), size: 155648 (result: 0), SymType: '-exported-', PDB: 'C:\Program Files\Bonjour\mdnsNSP.dll', fileVersion: 3.0.0.10

C:\Windows\System32\fwpuclnt.dll:fwpuclnt.dll (00007FFED8AF0000), size: 425984 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\System32\fwpuclnt.dll', fileVersion: 6.3.9600.17042

C:\Windows\System32\rasadhlp.dll:rasadhlp.dll (00007FFED5660000), size: 36864 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\System32\rasadhlp.dll', fileVersion: 6.3.9600.16384

C:\Windows\SYSTEM32\msgsm32.acm:msgsm32.acm (00007FFED9270000), size: 49152 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\msgsm32.acm', fileVersion: 6.3.9600.16384

C:\Program Files\3Dconnexion\3DxWare\3DxWinCore64\Win64\TDxInput.dll:TDxInput.dll (0000000180000000), size: 319488 (result: 0), SymType: '-exported-', PDB: 'C:\Program Files\3Dconnexion\3DxWare\3DxWinCore64\Win64\TDxInput.dll', fileVersion: 1.2.14062.9855

C:\Windows\SYSTEM32\siappdll.DLL:siappdll.DLL (0000000024480000), size: 630784 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\siappdll.DLL', fileVersion: 4.1.14062.9936

C:\Windows\SYSTEM32\SPWINI.dll:SPWINI.dll (000000000E010000), size: 57344 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\SPWINI.dll', fileVersion: 11.0.14062.9936

C:\Windows\WinSxS\amd64_microsoft.vc90.crt_1fc8b3b9a1e18e3b_9.0.30729.8387_none_08e793bfa83a89b5\MSVCR90.dll:MSVCR90.dll (0000000031E50000), size: 667648 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\WinSxS\amd64_microsoft.vc90.crt_1fc8b3b9a1e18e3b_9.0.30729.8387_none_08e793bfa83a89b5\MSVCR90.dll', fileVersion: 9.0.30729.8387

C:\Windows\WinSxS\amd64_microsoft.vc90.crt_1fc8b3b9a1e18e3b_9.0.30729.8387_none_08e793bfa83a89b5\MSVCP90.dll:MSVCP90.dll (0000000038ED0000), size: 864256 (result: 0), SymType: '-exported-', PDB:

'C:\Windows\WinSxS\amd64_microsoft.vc90.crt_1fc8b3b9a1e18e3b_9.0.30729.8387_none_08e793bfa83a89b5\MSVCP90.dll', fileVersion: 9.0.30729.8387

C:\Windows\SYSTEM32\dbghelp.dll:dbghelp.dll (00007FFEC3FC0000), size: 1605632 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\dbghelp.dll', fileVersion: 6.3.9600.16520

C:\Windows\SYSTEM32\SspiCli.dll:SspiCli.dll (00007FFEDD120000), size: 176128 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\SspiCli.dll', fileVersion: 6.3.9600.16408

===== OUTPUTTING STACK TRACE =====

(0x0000000103F10000) ((module-name not available)): (filename not available): (function-name not available) + 0x0

(0x0000000038ECFC6B) (Mono JIT code): (filename not available): ProtoVessel:.ctor (ConfigNode,Game) + 0x110b (0000000038ECEB60 0000000038ECFD71)

[000000003E44D48 - Unity Root Domain] + 0x0

(0x0000000038ECE7A8) (Mono JIT code): (filename not available): FlightState:.ctor (ConfigNode,Game) + 0x5a8 (0000000038ECE200 0000000038ECE836)

[000000003E44D48 - Unity Root Domain] + 0x0

(0x0000000038ECA19D) (Mono JIT code): (filename not available): Game:.ctor (ConfigNode) + 0x13fd (0000000038EC8DA0 0000000038ECA7CB) [000000003E44D48 - Unity Root Domain] + 0x0

(0x0000000038EC8C3A) (Mono JIT code): (filename not available): GamePersistence:LoadGame (string,string,bool,bool) + 0x65a (0000000038EC85E0 0000000038EC8D61) [000000003E44D48 - Unity Root Domain] + 0x0

(0x0000000038EC7DE1) (Mono JIT code): (filename not available): MainMenu:LoadGame () + 0x3b1 (0000000038EC7A30 0000000038EC8514) [000000003E44D48 - Unity Root Domain] + 0x0

(0x0000000038EC73A7) (Mono JIT code): (filename not available): TextButton3D/:MoveNext () + 0x127 (0000000038EC7280 0000000038EC73E4) [000000003E44D48 - Unity Root Domain] + 0x0

(0x0000000047ED0CB) (Mono JIT code): (filename not available): (wrapper runtime-invoke) <Module>:runtime_invoke_bool__this__ (object,intptr,intptr,intptr) + 0x6b (0000000047ED060 0000000047ED15C) [000000003E44D48 - Unity Root Domain] + 0x0

(0x00007FFEC43336CA) (mono): (filename not available): mono_set_defaults + 0x2b8e

(0x0000000038425AF0) ((module-name not available)): (filename not available): (function-name not available) + 0x0

(0x00000000FFFFFFFF) ((module-name not available)): (filename not available): (function-name not available) + 0x0

(0x000000003E44D48) ((module-name not available)): (filename not available): (function-name not available) + 0x0

===== END OF STACKTRACE =====

**** Crash! ****