



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): /ModuleManager.2.1.5

(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\ModuleManager.2.1.5.dll

(Filename:

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

Load(Assembly): 000\_Toolbar/Toolbar

(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\000\_Toolbar\Toolbar.dll

(Filename:

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

AssemblyLoader: KSPAssembly 'Toolbar' V1.0

(Filename:

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

Load(Assembly): AviationLights/Plugins/AviationLights

(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\AviationLights\Plugins\AviationLights.dll

(Filename:

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

Load(Assembly): Engineer/Engineer

(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\Engineer\Engineer.dll

(Filename:

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

Load(Assembly): Engineer/EngineerToolbar

(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\Engineer\EngineerToolbar.dll

(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): FerramAerospaceResearch/Plugins/FerramAerospaceResearch

(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\FerramAerospaceResearch\Plugins\FerramAerospaceResearch.dll

(Filename:

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

Load(Assembly): FerramAerospaceResearch/Plugins/ferramGraph

(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\FerramAerospaceResearch\Plugins\ferramGraph.dll

(Filename:

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

Load(Assembly): FerramAerospaceResearch/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\FerramAerospaceResearch\Plugins\ModStatistics-1.0.3.dll

(Filename:

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

Load(Assembly): MagicSmokeIndustries/Plugins/InfernalRobotics

(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\MagicSmokeIndustries\Plugins\InfernalRobotics.dll

(Filename:

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

Load(Assembly): MagicSmokeIndustries/Plugins/IR\_TweakScale

(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\MagicSmokeIndustries\Plugins\IR\_TweakScale.dll

(Filename:

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

Load(Assembly): MagicSmokeIndustries/Plugins/KSPAPIExtensions

(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\MagicSmokeIndustries\Plugins\KSPAPIExtensions.dll

(Filename:

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

Load(Assembly): MagicSmokeIndustries/Plugins/Scale

(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\MagicSmokeIndustries\Plugins\Scale.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)

Load(Assembly): NavyFish/Plugins/DockingPortAlignment

(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\NavyFish\Plugins\DockingPortAlignment.dll

(Filename:

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

Load(Assembly): NavyFish/Plugins/ModuleDockingNodeNamed

(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\NavyFish\Plugins\ModuleDockingNodeNamed.dll

(Filename:

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

Load(Assembly): RCSBuildAid/Plugins/RCSBuildAid

(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\RCSBuildAid\Plugins\RCSBuildAid.dll

(Filename:

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

Load(Assembly): RCSBuildAid/Plugins/RCSBuildAidToolbar

(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\RCSBuildAid\Plugins\RCSBuildAidToolbar.dll

(Filename:

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



Load(Assembly): RemoteTech2/Plugins/RemoteTech2

(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\RemoteTech2\Plugins\RemoteTech2.dll

(Filename:

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

Load(Assembly): SCANSat/ModStatistics/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\SCANSat\ModStatistics\JsonFx.dll

(Filename:

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

Load(Assembly): SCANSat/ModStatistics/ModStatistics

(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\SCANSat\ModStatistics\ModStatistics.dll

(Filename:

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

Load(Assembly): SCANSat/Plugins/SCANSat

(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\SCANSat\Plugins\SCANSat.dll

(Filename:

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

AssemblyLoader: KSPAssembly 'SCANSat' V0.61

(Filename:

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

Load(Assembly): TriggerTech/KerbalAlarmClock

(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\TriggerTech\KerbalAlarmClock.dll

(Filename:

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

Load(Assembly): TriggerTech/KSPAlternateResourcePanel/KSPAlternateResourcePanel

(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\TriggerTech\KSPAlternateResourcePanel\KSPAlternateResourcePanel.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\ModuleManager.2.1.5.dll (this message is harmless)

Non platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space program\GameData\000\_Toolbar\Toolbar.dll (this message is harmless)

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

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

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

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\FerramAerospaceResearch\Plugins\FerramAerospaceResearch.dll (this message is harmless)

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

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

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

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

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

Non platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space program\GameData\MagicSmokeIndustries\Plugins\Scale.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)  
Non platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space  
program\GameData\NavyFish\Plugins\DockingPortAlignment.dll (this message is harmless)  
Non platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space  
program\GameData\NavyFish\Plugins\ModuleDockingNodeNamed.dll (this message is  
harmless)  
Non platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space  
program\GameData\RCSBuildAid\Plugins\RCSBuildAid.dll (this message is harmless)  
Non platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space  
program\GameData\RCSBuildAid\Plugins\RCSBuildAidToolbar.dll (this message is harmless)  
Non platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space  
program\GameData\RemoteTech2\Plugins\RemoteTech2.dll (this message is harmless)  
Non platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space  
program\GameData\SCANSat\ModStatistics\JsonFx.dll (this message is harmless)  
Non platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space  
program\GameData\SCANSat\ModStatistics\ModStatistics.dll (this message is harmless)  
Non platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space  
program\GameData\SCANSat\Plugins\SCANSat.dll (this message is harmless)  
Non platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\KerbalAlarmClock.dll (this message is harmless)  
Non platform assembly: C:\program files (x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\KSPAlternateResourcePanel\KSPAlternateResourcePanel.dll  
(this message is harmless)  
AddonLoader: Instantiating addon 'ConfigManager' from assembly 'ModuleManager.2.1.5'

(Filename:

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

[ModuleManager] compiling list of loaded mods...

Mod DLLs found:

Assembly-CSharp v1.0.0.0

ModuleManager v2.1.5.0

aaa\_Toolbar v1.0.0.0

AviationLights v0.0.0.0

Engineer v0.6.2.7

EngineerToolbar v1.0.2.0

EnhancedNavBall v1.3.1.0

FerramAerospaceResearch v0.13.4.0

ferramGraph v1.3.0.0

ModStatistics v1.0.5311.28247

InfernalRobotics v0.17.0.0

IR\_TweakScale v0.17.0.0

KSPAPIExtensions v1.5.2.0

Scale v1.21.0.0

JsonFx v2.0.1209.2800

DockingPortAlignment v1.0.0.0

ModuleDockingNodeNamed v1.0.0.0

RCSBuildAid v0.4.6.26901

RCSBuildAidToolbar v0.4.6.26902

RemoteTech2 v1.0.0.0

SCANsat v1.0.6.0

KerbalAlarmClock v2.7.7.0

KSPAlternateResourcePanel v2.4.0.0

Non-DLL mods added:

Mods by directory (subdirs of GameData):

000\_Toolbar

DeadlyReentry

KWRocketry

MagicSmokeIndustries

NASAmission

NavyFish

Squad

TriggerTech

(Filename:

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

[ModuleManager] Checking NEEDS.

(Filename:

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

[ModuleManager] :FIRST (default) pass

(Filename:

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

[ModuleManager] Applying node

NavyFish/Plugins/moduleDockingNodeNamed/@PART[\*]:HAS[@MODULE[ModuleDockingNode],!MODULE[ModuleDockingNodeNamed]] to

KWRocketry/Parts/Structural/KW3mDockingRing/part/KW3mDockingRing

(Filename:

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

[ModuleManager] Applying node

NavyFish/Plugins/moduleDockingNodeNamed/@PART[\*]:HAS[@MODULE[ModuleDockingNode],!MODULE[ModuleDockingNodeNamed]] to

Squad/Parts/Utility/dockingPort1/part/dockingPort1

(Filename:

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

[ModuleManager] Applying node

NavyFish/Plugins/moduleDockingNodeNamed/@PART[\*]:HAS[@MODULE[ModuleDockingNode],!MODULE[ModuleDockingNodeNamed]] to

Squad/Parts/Utility/dockingPort2/part/dockingPort2

(Filename:

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

[ModuleManager] Applying node

NavyFish/Plugins/moduleDockingNodeNamed/@PART[\*]:HAS[@MODULE[ModuleDockingNode],!MODULE[ModuleDockingNodeNamed]] to

Squad/Parts/Utility/dockingPort3/part/dockingPort3

(Filename:

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

[ModuleManager] Applying node

NavyFish/Plugins/moduleDockingNodeNamed/@PART[\*]:HAS[@MODULE[ModuleDockingNode],!MODULE[ModuleDockingNodeNamed]] to

Squad/Parts/Utility/dockingPortLarge/part/dockingPortLarge

(Filename:

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

[ModuleManager] Applying node

NavyFish/Plugins/moduleDockingNodeNamed/@PART[\*]:HAS[@MODULE[ModuleDockingNode],!MODULE[ModuleDockingNodeNamed]] to

Squad/Parts/Utility/dockingPortLateral/part/dockingPortLateral

(Filename:

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

[ModuleManager] Applying node

RemoteTech2/RemoteTech\_Antennas/@PART[RTShortAntenna1] to

RemoteTech2/Parts/ShortAntenna1/part/RTShortAntenna1

(Filename:

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

[ModuleManager] Applying node

RemoteTech2/RemoteTech\_Antennas/@PART[RTLLongAntenna2] to

RemoteTech2/Parts/LongAntenna2/part/RTLLongAntenna2

(Filename:

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

[ModuleManager] Applying node

RemoteTech2/RemoteTech\_Antennas/@PART[RTLLongAntenna3] to

RemoteTech2/Parts/LongAntenna3/part/RTLLongAntenna3

(Filename:

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

[ModuleManager] Applying node

RemoteTech2/RemoteTech\_Antennas/@PART[RTShortDish1] to

RemoteTech2/Parts/ShortDish1/part/RTShortDish1

(Filename:

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

[ModuleManager] Applying node

RemoteTech2/RemoteTech\_Antennas/@PART[RTShortDish2] to

RemoteTech2/Parts/ShortDish2/part/RTShortDish2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDeb

ug.cpp Line: 49)

[ModuleManager] Applying node

RemoteTech2/RemoteTech\_Antennas/@PART[RTLLongDish1] to

RemoteTech2/Parts/LongDish1/part/RTLLongDish1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDeb

ug.cpp Line: 49)

[ModuleManager] Applying node

RemoteTech2/RemoteTech\_Antennas/@PART[RTLLongDish2] to

RemoteTech2/Parts/LongDish2/part/RTLLongDish2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDeb

ug.cpp Line: 49)

[ModuleManager] Applying node

RemoteTech2/RemoteTech\_Antennas/@PART[RTGigaDish1] to

RemoteTech2/Parts/GigaDish1/part/RTGigaDish1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDeb

ug.cpp Line: 49)

[ModuleManager] Applying node

RemoteTech2/RemoteTech\_Antennas/@PART[RTGigaDish2] to

RemoteTech2/Parts/GigaDish2/part/RTGigaDish2

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDeb

ug.cpp Line: 49)

[ModuleManager] Applying node

RemoteTech2/RemoteTech\_Squad\_Antennas/@PART[launchClamp1] to

Squad/Parts/Utility/launchClamp1/part/launchClamp1



(Filename:

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

[ModuleManager] Applying node

RemoteTech2/RemoteTech\_Squad\_Antennas/@PART[longAntenna] to  
Squad/Parts/Utility/longAntenna/part/longAntenna

(Filename:

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

[ModuleManager] Applying node

RemoteTech2/RemoteTech\_Squad\_Antennas/@PART[mediumDishAntenna] to  
Squad/Parts/Utility/mediumDishAntenna/part/mediumDishAntenna

(Filename:

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

[ModuleManager] Applying node

RemoteTech2/RemoteTech\_Squad\_Antennas/@PART[commDish] to  
Squad/Parts/Utility/commDish/part/commDish

(Filename:

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

[ModuleManager] Applying node

RemoteTech2/RemoteTech\_Squad\_Probes/@PART[probeCoreSphere] to  
Squad/Parts/Command/probeCoreSphere/part/probeCoreSphere

(Filename:

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

[ModuleManager] Applying node

RemoteTech2/RemoteTech\_Squad\_Probes/@PART[probeStackLarge] to  
Squad/Parts/Command/probeStackLarge/part/probeStackLarge

(Filename:

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

[ModuleManager] Applying node

RemoteTech2/RemoteTech\_Squad\_Probes/@PART[probeStackSmall] to  
Squad/Parts/Command/probeStackSmall/part/probeStackSmall

(Filename:

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

[ModuleManager] Applying node

RemoteTech2/RemoteTech\_Squad\_Probes/@PART[probeCoreOcto] to  
Squad/Parts/Command/probeCoreOcto/part/probeCoreOcto

(Filename:

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

[ModuleManager] Applying node

RemoteTech2/RemoteTech\_Squad\_Probes/@PART[probeCoreOcto2] to  
Squad/Parts/Command/probeCoreOcto2/part/probeCoreOcto2

(Filename:

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

[ModuleManager] Applying node

RemoteTech2/RemoteTech\_Squad\_Probes/@PART[probeCoreHex] to  
Squad/Parts/Command/probeCoreHex/part/probeCoreHex

(Filename:

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

[ModuleManager] Applying node

RemoteTech2/RemoteTech\_Squad\_Probes/@PART[probeCoreCube] to  
Squad/Parts/Command/probeCoreCube/part/probeCoreCube

(Filename:

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

[ModuleManager] :BEFORE[ASSEMBLY-CSHARP] pass

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :FOR[ASSEMBLY-CSHARP] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :AFTER[ASSEMBLY-CSHARP] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :BEFORE[MODULEMANAGER] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :FOR[MODULEMANAGER] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :AFTER[MODULEMANAGER] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :BEFORE[AAA\_TOOLBAR] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :FOR[AAA\_TOOLBAR] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :AFTER[AAA\_TOOLBAR] pass

(Filename:

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

[ModuleManager] :BEFORE[AVIATIONLIGHTS] pass

(Filename:

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

[ModuleManager] :FOR[AVIATIONLIGHTS] pass

(Filename:

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

[ModuleManager] :AFTER[AVIATIONLIGHTS] pass

(Filename:

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

[ModuleManager] :BEFORE[ENGINEER] pass

(Filename:

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

[ModuleManager] :FOR[ENGINEER] pass

(Filename:

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

[ModuleManager] :AFTER[ENGINEER] pass

(Filename:

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

[ModuleManager] :BEFORE[ENGINEERTOOLBAR] pass

(Filename:

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

[ModuleManager] :FOR[ENGINEERTOOLBAR] pass

(Filename:

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

[ModuleManager] :AFTER[ENGINEERTOOLBAR] pass

(Filename:

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

[ModuleManager] :BEFORE[ENHANCEDNAVBALL] pass

(Filename:

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

[ModuleManager] :FOR[ENHANCEDNAVBALL] pass

(Filename:

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

[ModuleManager] :AFTER[ENHANCEDNAVBALL] pass

(Filename:

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

[ModuleManager] :BEFORE[FERRAMAEROSPACERESEARCH] pass

(Filename:

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

[ModuleManager] :FOR[FERRAMAEROSPACERESEARCH] pass

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[AdvancedCanard]:FOR[FerramAerospaceResearch] to Squad/Parts/Aero/advancedCanard/part/AdvancedCanard

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[StandardCtrlSrf]:FOR[FerramAerospaceResearch] to Squad/Parts/Aero/Ailerons/part/StandardCtrlSrf

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[CanardController]:FOR[FerramAerospaceResearch] to Squad/Parts/Aero/CanardController/part/CanardController

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[deltaWing]:FOR[FerramAerospaceResearch] to Squad/Parts/Aero/deltaWing/part/deltaWing

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[smallCtrlSrf]:FOR[FerramAerospaceResearch] to Squad/Parts/Aero/smallCtrlSrf/part/smallCtrlSrf

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[sweptWing]:FOR[FerramAerospaceResearch] to Squad/Parts/Aero/sweptWing/part/sweptWing

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[tailfin]:FOR[FerramAerospaceResearch] to Squad/Parts/Aero/tailfin/part/tailfin

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[wingConnector]:FOR[FerramAerospaceResearch] to Squad/Parts/Aero/wingConnector/part/wingConnector

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[winglet]:FOR[FerramAerospaceResearch] to Squad/Parts/Aero/winglet/part/winglet

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[R8winglet]:FOR[FerramAerospaceResearch] to Squad/Parts/Aero/winglet2/part/R8winglet

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[winglet3]:FOR[FerramAerospaceResearch] to Squad/Parts/Aero/winglet3/part/winglet3

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[structuralWing]:FOR[FerramAerospaceResearch] to Squad/Parts/Structural/structuralWing/part/structuralWing

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[turboFanEngine]:FOR[FerramAerospaceResearch] to Squad/Parts/Engine/turboFanEngine/part/turboFanEngine

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[RAPIER]:FOR[FerramAerospaceResearch] to Squad/Parts/Engine/rapierEngine/part/RAPIER

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[JetEngine]:FOR[FerramAerospaceResearch] to Squad/Parts/Engine/JetEngine/part/JetEngine

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[\*]:HAS[@MODULE[ModuleParachute]]:FOR[FerramAerospaceResearch] to Squad/Parts/Utility/parachuteDrogue/part/parachuteDrogue

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[\*]:HAS[@MODULE[ModuleParachute]]:FOR[FerramAerospaceResearch] to Squad/Parts/Utility/parachuteLarge/part/parachuteLarge

(Filename:



C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] Applying node  
FerramAerospaceResearch/FerramAerospaceResearch/@PART[\*]:HAS[@MODULE[Module Parachute]]:FOR[FerramAerospaceResearch] to  
Squad/Parts/Utility/parachuteRadial/part/parachuteRadial

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] Applying node  
FerramAerospaceResearch/FerramAerospaceResearch/@PART[\*]:HAS[@MODULE[Module Parachute]]:FOR[FerramAerospaceResearch] to  
Squad/Parts/Utility/parachute\_single/part/parachuteSingle

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] Applying node  
FerramAerospaceResearch/FerramAerospaceResearch/@PART[\*]:HAS[@MODULE[Module ControlSurface],@MODULE[FARControllableSurface]]:FOR[FerramAerospaceResearch] to  
Squad/Parts/Aero/advancedCanard/part/AdvancedCanard

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] Applying node  
FerramAerospaceResearch/FerramAerospaceResearch/@PART[\*]:HAS[@MODULE[Module ControlSurface],@MODULE[FARControllableSurface]]:FOR[FerramAerospaceResearch] to  
Squad/Parts/Aero/Ailerons/part/StandardCtrlSrf

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] Applying node  
FerramAerospaceResearch/FerramAerospaceResearch/@PART[\*]:HAS[@MODULE[Module ControlSurface],@MODULE[FARControllableSurface]]:FOR[FerramAerospaceResearch] to  
Squad/Parts/Aero/CanardController/part/CanardController

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[\*]:HAS[@MODULE[ModuleControlSurface],@MODULE[FARControllableSurface]]:FOR[FerramAerospaceResearch] to Squad/Parts/Aero/smallCtrlSrf/part/smallCtrlSrf

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[\*]:HAS[@MODULE[ModuleControlSurface],@MODULE[FARControllableSurface]]:FOR[FerramAerospaceResearch] to Squad/Parts/Aero/winglet2/part/R8winglet

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[\*]:HAS[@MODULE[ModuleControlSurface],@MODULE[FARControllableSurface]]:FOR[FerramAerospaceResearch] to Squad/Parts/Aero/winglet3/part/winglet3

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[mk1pod]:FOR[FerramAerospaceResearch] to Squad/Parts/Command/mk1pod/part/mk1pod

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[asasmodule1-2]:FOR[FerramAerospaceResearch] to Squad/Parts/Command/asasmodule1-2/part/asasmodule1-2

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[\*]:HAS[@MODULE[ModuleResourceIntake]]:FOR[FerramAerospaceResearch] to Squad/Parts/Structural/nacelleBody/part/nacelleBody

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[\*]:HAS[@MODULE[ModuleResourceIntake]]:FOR[FerramAerospaceResearch] to Squad/Parts/Structural/radialEngineBody/part/radialEngineBody

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[\*]:HAS[@MODULE[ModuleResourceIntake]]:FOR[FerramAerospaceResearch] to Squad/Parts/Utility/airScoop/part/airScoop

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[\*]:HAS[@MODULE[ModuleResourceIntake]]:FOR[FerramAerospaceResearch] to Squad/Parts/Utility/CircularIntake/part/CircularIntake

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/FerramAerospaceResearch/@PART[\*]:HAS[@MODULE[ModuleResourceIntake]]:FOR[FerramAerospaceResearch] to Squad/Parts/Utility/ramAirIntake/part/ramAirIntake

(Filename:

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

[ModuleManager] :AFTER[FERRAMAEROSPACESEARCH] pass

(Filename:

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

[ModuleManager] :BEFORE[FERRAMGRAPH] pass

(Filename:

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

[ModuleManager] :FOR[FERRAMGRAPH] pass

(Filename:

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

[ModuleManager] :AFTER[FERRAMGRAPH] pass

(Filename:

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

[ModuleManager] :BEFORE[MODSTATISTICS] pass

(Filename:

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

[ModuleManager] :FOR[MODSTATISTICS] pass

(Filename:

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

[ModuleManager] :AFTER[MODSTATISTICS] pass

(Filename:

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

[ModuleManager] :BEFORE[INFERNALROBOTICS] pass

(Filename:

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

[ModuleManager] :FOR[INFERNALROBOTICS] pass

(Filename:

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

[ModuleManager] :AFTER[INFERNALROBOTICS] pass

(Filename:

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

[ModuleManager] :BEFORE[IR\_TWEAKSCALE] pass

(Filename:

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

[ModuleManager] :FOR[IR\_TWEAKSCALE] pass

(Filename:

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

[ModuleManager] :AFTER[IR\_TWEAKSCALE] pass

(Filename:

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

[ModuleManager] :BEFORE[KSPAPIEXTENSIONS] pass

(Filename:

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

[ModuleManager] :FOR[KSPAPIEXTENSIONS] pass

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :AFTER[KSPAPIEXTENSIONS] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :BEFORE[SCALE] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :FOR[SCALE] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :AFTER[SCALE] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :BEFORE[JSONFX] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :FOR[JSONFX] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :AFTER[JSONFX] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :BEFORE[DOCKINGPORTALIGNMENT] pass

(Filename:

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

[ModuleManager] :FOR[DOCKINGPORTALIGNMENT] pass

(Filename:

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

[ModuleManager] :AFTER[DOCKINGPORTALIGNMENT] pass

(Filename:

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

[ModuleManager] :BEFORE[MODULEDOCKINGNODENAMED] pass

(Filename:

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

[ModuleManager] :FOR[MODULEDOCKINGNODENAMED] pass

(Filename:

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

[ModuleManager] :AFTER[MODULEDOCKINGNODENAMED] pass

(Filename:

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

[ModuleManager] :BEFORE[RCSBUILDAID] pass

(Filename:

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

[ModuleManager] :FOR[RCSBUILDAID] pass

(Filename:

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

[ModuleManager] :AFTER[RCSBUILDAID] pass

(Filename:

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

[ModuleManager] :BEFORE[RCSBUILDAIDTOOLBAR] pass

(Filename:

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

[ModuleManager] :FOR[RCSBUILDAIDTOOLBAR] pass

(Filename:

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

[ModuleManager] :AFTER[RCSBUILDAIDTOOLBAR] pass

(Filename:

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

[ModuleManager] :BEFORE[REMOTETECH2] pass

(Filename:

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

[ModuleManager] :FOR[REMOTETECH2] pass

(Filename:

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

[ModuleManager] :AFTER[REMOTETECH2] pass

(Filename:

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

[ModuleManager] :BEFORE[SCANSAT] pass

(Filename:



C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :FOR[SCANSAT] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :AFTER[SCANSAT] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :BEFORE[KERBALALARMCLOCK] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :FOR[KERBALALARMCLOCK] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :AFTER[KERBALALARMCLOCK] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :BEFORE[KSPALTERNATERESOURCEPANEL] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :FOR[KSPALTERNATERESOURCEPANEL] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :AFTER[KSPALTERNATERESOURCEPANEL] pass

(Filename:

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

[ModuleManager] :BEFORE[000\_TOOLBAR] pass

(Filename:

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

[ModuleManager] :FOR[000\_TOOLBAR] pass

(Filename:

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

[ModuleManager] :AFTER[000\_TOOLBAR] pass

(Filename:

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

[ModuleManager] :BEFORE[DEADLYREENTRY] pass

(Filename:

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

[ModuleManager] :FOR[DEADLYREENTRY] pass

(Filename:

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

[ModuleManager] :AFTER[DEADLYREENTRY] pass

(Filename:

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

[ModuleManager] :BEFORE[KWROCKETRY] pass

(Filename:

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

[ModuleManager] :FOR[KWROCKETRY] pass

(Filename:

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

[ModuleManager] :AFTER[KWROCKETRY] pass

(Filename:

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

[ModuleManager] :BEFORE[MAGICSMOKEINDUSTRIES] pass

(Filename:

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

[ModuleManager] :FOR[MAGICSMOKEINDUSTRIES] pass

(Filename:

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

[ModuleManager] :AFTER[MAGICSMOKEINDUSTRIES] pass

(Filename:

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

[ModuleManager] :BEFORE[NASAMMISSION] pass

(Filename:

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

[ModuleManager] :FOR[NASAMMISSION] pass

(Filename:

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

[ModuleManager] :AFTER[NASAMMISSION] pass

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :BEFORE[NAVYFISH] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :FOR[NAVYFISH] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :AFTER[NAVYFISH] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :BEFORE[SQUAD] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :FOR[SQUAD] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :AFTER[SQUAD] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :BEFORE[TRIGGERTECH] pass

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[ModuleManager] :FOR[TRIGGERTECH] pass

(Filename:

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

[ModuleManager] :AFTER[TRIGGERTECH] pass

(Filename:

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

[ModuleManager] :FINAL pass

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/CustomFARAeroData/@FARAeroData[default]:FINAL to FerramAerospaceResearch/FARAeroData/default

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/CustomFARAeroStress/@FARAeroStress[default]:FINAL to FerramAerospaceResearch/FARAeroStress/default

(Filename:

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

[ModuleManager] Applying node

FerramAerospaceResearch/CustomFARPartClassification/@FARPartClassification[Default]:FINAL to FerramAerospaceResearch/FARPartClassification/Default

(Filename:

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

[ModuleManager] ModuleManager: 61 patches applied, 0 hidden items

(Filename:

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

AddonLoader: Instantiating addon 'ToolbarManager' from assembly 'Toolbar'

(Filename:

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

AddonLoader: Instantiating addon 'StockToolbar' from assembly 'Engineer'

(Filename:

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

AddonLoader: Instantiating addon 'BlizzyToolbar' from assembly 'EngineerToolbar'

(Filename:

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

AddonLoader: Instantiating addon 'CompatibilityChecker' from assembly 'FerramAerospaceResearch'

(Filename:

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

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

(Filename:

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

AddonLoader: Instantiating addon 'MuMechGUI' from assembly 'InfernalRobotics'

(Filename:

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

Parsing rect

(Filename:

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

Parsing rect

(Filename:

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

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
Parsing rect

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[IR GUI] awake

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
AddonLoader: Instantiating addon 'PartMessageServiceInitializer' from assembly 'KSPAPIExtensions'

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[PartMessageService] Elected unopposed version= 1.5.2.0 at C:\program files (x86)\steam\steamapps\common\kerbal space program\GameData\MagicSmokeIndustries\Plugins\KSPAPIExtensions.dll

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
AddonLoader: Instantiating addon 'UIPartActionsExtendedRegistration' from assembly 'KSPAPIExtensions'

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
AddonLoader: Instantiating addon 'CompatibilityChecker' from assembly 'KSPAPIExtensions'

(Filename:

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

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

(Filename:

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

AddonLoader: Instantiating addon 'RTDebugUnit' from assembly 'RemoteTech2'

(Filename:

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

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

(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)

[CompatibilityChecker] Running checker version 3 from 'FerramAerospaceResearch'

(Filename:

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

[UIPartActionsExtendedRegistration] Elected unopposed version= 1.5.2.0 at C:\program files (x86)\steam\steamapps\common\kerbal space



program\GameData\MagicSmokeIndustries\Plugins\KSPAPIExtensions.dll

(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/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)

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\_altloop

(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): MagicSmokeIndustries/Sounds/infernalRoboticMotor

(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(Audio): TriggerTech/KSPAlternateResourcePanel/Sounds/\_DefaultAlert

(Filename:

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

Load(Audio): TriggerTech/KSPAlternateResourcePanel/Sounds/\_DefaultWarning

(Filename:

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

Load(Texture): 000\_Toolbar/donate

(Filename:

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

Load(Texture): 000\_Toolbar/folder

(Filename:

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

Load(Texture): 000\_Toolbar/move-cursor

(Filename:

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

Load(Texture): 000\_Toolbar/new-button-available

(Filename:

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

Load(Texture): 000\_Toolbar/resize-cursor

(Filename:

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

Load(Texture): 000\_Toolbar/toolbar-dropdown

(Filename:

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

Load(Texture): 000\_Toolbar/update-available

(Filename:

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

Load(Texture): AviationLights/Parts/lights/model000

(Filename:

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

Load(Texture): AviationLights/Parts/lights/model000beacon\_amber

(Filename:

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

Load(Texture): AviationLights/Parts/lights/model000nav\_blue

(Filename:

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

Load(Texture): AviationLights/Parts/lights/model000nav\_green

(Filename:

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



Load(Texture): AviationLights/Parts/lights/model000nav\_red

(Filename:

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

Load(Texture): AviationLights/Parts/lights/model000nav\_white

(Filename:

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

Load(Texture): AviationLights/Parts/lights/model000strobe

(Filename:

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

Load(Texture): Engineer/BlizzyToolbarDisabled

(Filename:

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

Load(Texture): Engineer/BlizzyToolbarEnabled

(Filename:

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

Load(Texture): Engineer/StockToolbar

(Filename:

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

Load(Texture): Engineer/Engineer7500/textures/model000

(Filename:

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

Load(Texture): Engineer/EngineerChip/textures/EngineerChipHighRes

(Filename:

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

Load(Texture): Engineer/EngineerChipFlight/textures/EngineerChipHighRes

(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): FerramAerospaceResearch/Textures/icon\_button\_blizzy

(Filename:

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

Load(Texture): FerramAerospaceResearch/Textures/icon\_button\_stock

(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/UWV3mDocking8bit

(Filename:

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

Load(Texture): KWRocketry/Parts/Structural/KW3mDockingRing/UWV3mDockingNormal

(Filename:

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

Load(Texture):

KWRocketry/Parts/Structural/KW3mDockingRing/UWV3mDockingNormal\_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): MagicSmokeIndustries/Parts/Legacy/AdjustableRail/rails

(Filename:

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

Load(Texture): MagicSmokeIndustries/Parts/Legacy/AdjustableRail/railsnorm

(Filename:

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

Load(Texture): MagicSmokeIndustries/Parts/Legacy/dockingwasher/washer

(Filename:

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

Load(Texture): MagicSmokeIndustries/Parts/Legacy/dockingwasher/washer1

(Filename:

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

Load(Texture): MagicSmokeIndustries/Parts/Legacy/dockingwasher/washernorm

(Filename:

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

Load(Texture): MagicSmokeIndustries/Parts/Legacy/dockingwasher\_free/washer

(Filename:

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

Load(Texture): MagicSmokeIndustries/Parts/Legacy/dockingwasher\_free/washer1

(Filename:

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

Load(Texture): MagicSmokeIndustries/Parts/Legacy/dockingwasher\_free/washernorm

(Filename:

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

Load(Texture): MagicSmokeIndustries/Parts/Legacy/IR\_Gantry/gantry

(Filename:

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

Load(Texture): MagicSmokeIndustries/Parts/Legacy/IR\_Gantry/gantrynorm

(Filename:

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

Load(Texture): MagicSmokeIndustries/Parts/Legacy/IR\_HingeClosed/smhinge

(Filename:

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

Load(Texture): MagicSmokeIndustries/Parts/Legacy/IR\_HingeOpen/smhinge

(Filename:

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

Load(Texture): MagicSmokeIndustries/Parts/Legacy/IR\_HingeTall/rails

(Filename:

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

Load(Texture): MagicSmokeIndustries/Parts/Legacy/IR\_HingeTallND/rails

(Filename:

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

Load(Texture): MagicSmokeIndustries/Parts/Legacy/IR\_Piston/rails

(Filename:

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

Load(Texture): MagicSmokeIndustries/Parts/Legacy/IR\_Piston/railsnorm

(Filename:

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

Load(Texture): MagicSmokeIndustries/Parts/Legacy/IR\_Rotatron/wayrotatron

(Filename:

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

Load(Texture): MagicSmokeIndustries/Parts/Legacy/IR\_RotatronMK2/MSI\_IR

(Filename:

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

Load(Texture): MagicSmokeIndustries/Parts/Legacy/IR\_RotatronVTOL/ir\_gennorm

(Filename:

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

Load(Texture): MagicSmokeIndustries/Parts/Legacy/IR\_RotatronVTOL/IR\_gen\_1

(Filename:

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

Load(Texture): MagicSmokeIndustries/Parts/Legacy/TPS/generic\_IR

(Filename:

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

Load(Texture): MagicSmokeIndustries/Parts/Legacy/TPS/generic\_IRnorm

(Filename:

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

Load(Texture): MagicSmokeIndustries/Textures/icon\_button

(Filename:

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

Load(Texture): MagicSmokeIndustries/Textures/icon\_buttonGROUP

(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/GrapplingDevice/grabberDiffuse

(Filename:

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

Load(Texture): NASAMission/Parts/GrapplingDevice/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): NavyFish/Plugins/ToolBarIcons/toolbarIcon

(Filename:

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

Load(Texture): RCSBuildAid/Textures/iconToolBar

(Filename:

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

Load(Texture): RCSBuildAid/Textures/iconToolBar\_active

(Filename:

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

Load(Texture): RemoteTech2/Parts/GigaDish1/model000

(Filename:

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

Load(Texture): RemoteTech2/Parts/GigaDish1/model001



(Filename:

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

Load(Texture): RemoteTech2/Parts/GigaDish1/model002

(Filename:

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

Load(Texture): RemoteTech2/Parts/GigaDish1/model003

(Filename:

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

Load(Texture): RemoteTech2/Parts/GigaDish1/model004

(Filename:

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

Load(Texture): RemoteTech2/Parts/GigaDish1/model005

(Filename:

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

Load(Texture): RemoteTech2/Parts/GigaDish1/model006

(Filename:

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

Load(Texture): RemoteTech2/Parts/GigaDish2/model000

(Filename:

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

Load(Texture): RemoteTech2/Parts/LongAntenna3/tex

(Filename:

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

Load(Texture): RemoteTech2/Parts/LongDish1/model000

(Filename:

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

Load(Texture): RemoteTech2/Parts/LongDish2/newll5000

(Filename:

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

Load(Texture): RemoteTech2/Parts/ShortAntenna1/model000

(Filename:

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

Load(Texture): RemoteTech2/Parts/ShortDish1/model000

(Filename:

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

Load(Texture): RemoteTech2/Parts/ShortDish2/newss5000

(Filename:

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

Load(Texture): RemoteTech2/Textures/mark

(Filename:

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

Load(Texture): RemoteTech2/Textures/texAll

(Filename:

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

Load(Texture): RemoteTech2/Textures/texBackground

(Filename:

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

Load(Texture): RemoteTech2/Textures/texButton

(Filename:

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

Load(Texture): RemoteTech2/Textures/texButtonGray

(Filename:

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

Load(Texture): RemoteTech2/Textures/texButtonGreen

(Filename:

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

Load(Texture): RemoteTech2/Textures/texButtonRed

(Filename:

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

Load(Texture): RemoteTech2/Textures/texButtonYellow

(Filename:

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

Load(Texture): RemoteTech2/Textures/texDish

(Filename:

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

Load(Texture): RemoteTech2/Textures/texEmpty

(Filename:

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

Load(Texture): RemoteTech2/Textures/texFlightGreen

(Filename:

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

Load(Texture): RemoteTech2/Textures/texFlightGreenDown

(Filename:

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

Load(Texture): RemoteTech2/Textures/texFlightGreenOver

(Filename:

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

Load(Texture): RemoteTech2/Textures/texFlightRed

(Filename:

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

Load(Texture): RemoteTech2/Textures/texFlightRedDown

(Filename:

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

Load(Texture): RemoteTech2/Textures/texFlightRedOver

(Filename:

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

Load(Texture): RemoteTech2/Textures/texFlightYellow

(Filename:

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

Load(Texture): RemoteTech2/Textures/texFlightYellowDown

(Filename:

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

Load(Texture): RemoteTech2/Textures/texFlightYellowOver

(Filename:

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

Load(Texture): RemoteTech2/Textures/texKnowledgeActive

(Filename:

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

Load(Texture): RemoteTech2/Textures/texKnowledgeHover

(Filename:

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

Load(Texture): RemoteTech2/Textures/texKnowledgeNormal

(Filename:

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

Load(Texture): RemoteTech2/Textures/texOmni

(Filename:

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

Load(Texture): RemoteTech2/Textures/texOmniDish

(Filename:

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

Load(Texture): RemoteTech2/Textures/texPath

(Filename:

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

Load(Texture): RemoteTech2/Textures/texPlanet

(Filename:

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

Load(Texture): RemoteTech2/Textures/texSatellite

(Filename:

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

Load(Texture): RemoteTech2/Textures/texTimeQuadrant

(Filename:

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

Load(Texture): RemoteTech2/Textures/TimeQuadrantFcStatus

(Filename:

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

Load(Texture): SCANSat/Flags/SCANSat\_Flag

(Filename:

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

Load(Texture): SCANSat/Icons/SCANSat\_Icon

(Filename:

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

Load(Texture): SCANSat/Icons/SCANSat\_Map\_Icon

(Filename:

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

Load(Texture): SCANSat/Icons/SCANSat\_SmallMap\_Icon

(Filename:

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

Load(Texture): SCANSat/Parts/MapTraq/SCANSat

(Filename:

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

Load(Texture): SCANSat/Parts/Scanner 1/Normal Map\_NRM

(Filename:

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

Load(Texture): SCANSat/Parts/Scanner 1/Texture Map

(Filename:

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

Load(Texture): SCANSat/Parts/Scanner 2/Normals\_NRM

(Filename:

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

Load(Texture): SCANSat/Parts/Scanner 2/Tex Map

(Filename:

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

Load(Texture): SCANSat/Parts/Scanner 32/SCANSat

(Filename:

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

Load(Texture): SCANSat/Parts/Scanner 8/Normal Map\_NRM

(Filename:

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

Load(Texture): SCANSat/Parts/Scanner 8/Texture Map

(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\_l\_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/RCStankMini/ksp\_m\_rcsTank\_diff

(Filename:

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

Load(Texture): Squad/Parts/FuelTank/RCStankMini/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/adapterLargeSmallBi/ksp\_l\_biAdapter\_diff

(Filename:

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

Load(Texture): Squad/Parts/Structural/adapterLargeSmallQuad/ksp\_l\_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\_l\_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(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/AblativeShielding

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/Actinides

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/Aerozine

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/Alcohol

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/Aluminium

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/Amines

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/AntiMatter

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/Argon

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/ArgonGas

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/CarbonDioxide

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/CO2

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/DepletedFuel

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/DepletedUranium

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/Deuterium

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/ElectricCharge

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/EnrichedUranium

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/EVA Propellant

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/ExoticMatter

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/Food

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/HTP

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/Hydrazine

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/HydrogenGas

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/IntakeAir

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/IntakeAtm

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/Kerosene

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/Kethane

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/KIntakeAir

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/LiquidFuel

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/LiquidH2

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/LiquidOxygen

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/Lithium

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/LqdAmmonia

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/LqdMethane

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/Megajoules

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/Metal

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/MMH

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/MonoPropellant

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/N2O4

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/NitricAcid

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/NitrousOxide

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/NuclearFuel

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/NuclearWaste

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/O2 Candle

(Filename:



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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/O2

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/Ore

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/Oxidizer

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/Oxygen

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/Polytetrafluoroethylene

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/RocketParts

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/RP

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/Science

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/SolidFuel

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/StoredCharge

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/Syntin

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/ThermalPower

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/ThF4

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/Tritium

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/UDMH

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/UF4

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/VacuumPlasma

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/Waste

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/WasteHeat

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/WasteWater

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/WasteWater2

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/Water

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/Xenon

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Icons/XenonGas

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_Alarm

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_AlarmAlert

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_AlarmEnabled

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_AlarmWarn

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_BarBlue

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_BarBlue\_Back

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_BarGreen

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_BarGreen\_Back

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_BarHighlight

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_BarHighlightGreen

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_BarHighlightRed

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_buttonChevronDown

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_buttonChevronUp

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_buttonClock

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_buttonEye

(Filename:

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

Load(Texture):

TriggerTech/KSPAlternateResourcePanel/Textures/img\_buttonSettingsAttention

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_DropDown

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_DropDownSep

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_PanelBack

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_PanelBack\_Trans

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_PartWindowHead

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_Play

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_RateDown

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_RateUp

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_ResourceMove

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_SeparatorHorizontal

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_SeparatorVertical

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/img\_Stop

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/tex\_Box

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/tex\_BoxUnity

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/Textures/tex\_TooltipBackground

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/ToolbarIcons/KSPARPa

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/ToolbarIcons/KSPARPaBig

(Filename:

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

Load(Texture): TriggerTech/KSPAlternateResourcePanel/ToolbarIcons/KSPARPa\_On

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_buttonAdd

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_buttonChevronDown

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_buttonChevronLeft

(Filename:

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



Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_buttonChevronRight

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_buttonChevronUp

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_buttonRedCross

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_buttonSettings

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_buttonSettingsAttention

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_buttonTypeAN

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_buttonTypeANDN

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_buttonTypeAp

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_buttonTypeApPe

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_buttonTypeClosest

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_buttonTypeCrew

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_buttonTypeDN

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_buttonTypeMNode

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_buttonTypePe

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_buttonTypeRaw

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_buttonTypeSOI

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_buttonTypeXfer

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_iconAlarm

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_iconAlarmShow

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_iconNorm

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_iconNormShow

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_iconPauseEffect\_000

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_iconPauseEffect\_020

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_iconPauseEffect\_040

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_iconPauseEffect\_060

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_iconPauseEffect\_080

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_iconPauseEffect\_100

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_iconWarpEffect2\_000

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_iconWarpEffect2\_020

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_iconWarpEffect2\_040

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_iconWarpEffect2\_060

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_iconWarpEffect2\_080

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_iconWarpEffect2\_100

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconAN

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconAp

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconClosest

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconCrew

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconDN

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconEarth

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconEdit

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconLaunchRendezvous

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconMNode

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconNone

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconPauseList\_000

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconPauseList\_020

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconPauseList\_040

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconPauseList\_060

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconPauseList\_080

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconPauseList\_100

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconPe

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconRaw

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconSOI

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconWarpList\_000

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconWarpList\_020

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconWarpList\_040

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconWarpList\_060

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconWarpList\_080

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconWarpList\_100

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/img\_listiconXfer

(Filename:

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

Load(Texture): TriggerTech/Textures/KerbalAlarmClock/txt\_TooltipBackground

(Filename:

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

Load(Texture): TriggerTech/ToolbarIcons/KACIcon-Alarm

(Filename:

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

Load(Texture): TriggerTech/ToolbarIcons/KACIcon-AlarmShow



(Filename:

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

Load(Texture): TriggerTech/ToolbarIcons/KACIcon-Norm

(Filename:

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

Load(Texture): TriggerTech/ToolbarIcons/KACIcon-NormShow

(Filename:

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

Load(Texture): TriggerTech/ToolbarIcons/KACIcon-PauseEffect\_000

(Filename:

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

Load(Texture): TriggerTech/ToolbarIcons/KACIcon-PauseEffect\_020

(Filename:

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

Load(Texture): TriggerTech/ToolbarIcons/KACIcon-PauseEffect\_040

(Filename:

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

Load(Texture): TriggerTech/ToolbarIcons/KACIcon-PauseEffect\_060

(Filename:

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

Load(Texture): TriggerTech/ToolbarIcons/KACIcon-PauseEffect\_080

(Filename:

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

Load(Texture): TriggerTech/ToolbarIcons/KACIcon-PauseEffect\_100

(Filename:

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

Load(Texture): TriggerTech/ToolbarIcons/KACIcon-WarpEffect2\_000

(Filename:

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

Load(Texture): TriggerTech/ToolbarIcons/KACIcon-WarpEffect2\_020

(Filename:

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

Load(Texture): TriggerTech/ToolbarIcons/KACIcon-WarpEffect2\_040

(Filename:

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

Load(Texture): TriggerTech/ToolbarIcons/KACIcon-WarpEffect2\_060

(Filename:

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

Load(Texture): TriggerTech/ToolbarIcons/KACIcon-WarpEffect2\_080

(Filename:

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

Load(Texture): TriggerTech/ToolbarIcons/KACIcon-WarpEffect2\_100

(Filename:

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

Load(Model): AviationLights/Parts/lights/model

(Filename:

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

Load(Model): Engineer/Engineer7500/model

(Filename:

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

Texture 'Engineer/Engineer7500/model000' not found!

(Filename:

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

Load(Model): Engineer/EngineerChip/EngineerChip

(Filename:

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

Load(Model): Engineer/EngineerChipFlight/EngineerChip

(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): MagicSmokeIndustries/Parts/Legacy/AdjustableRail/model

(Filename:

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

Load(Model): MagicSmokeIndustries/Parts/Legacy/dockingwasher/dockingwasher\_jr

(Filename:

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

Load(Model): MagicSmokeIndustries/Parts/Legacy/dockingwasher/dockingwasher\_sr

(Filename:

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

Load(Model): MagicSmokeIndustries/Parts/Legacy/dockingwasher/dockingwasher\_std

(Filename:

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

Load(Model): MagicSmokeIndustries/Parts/Legacy/dockingwasher\_free/model

(Filename:

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

Load(Model): MagicSmokeIndustries/Parts/Legacy/IR\_Gantry/model

(Filename:

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

Load(Model): MagicSmokeIndustries/Parts/Legacy/IR\_HingeClosed/model - Copy

(Filename:

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

Load(Model): MagicSmokeIndustries/Parts/Legacy/IR\_HingeClosed/model

(Filename:

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

Load(Model): MagicSmokeIndustries/Parts/Legacy/IR\_HingeOpen/model

(Filename:

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

Load(Model): MagicSmokeIndustries/Parts/Legacy/IR\_HingeTall/model

(Filename:

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

Load(Model): MagicSmokeIndustries/Parts/Legacy/IR\_HingeTallND/model

(Filename:

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

Load(Model): MagicSmokeIndustries/Parts/Legacy/IR\_Piston/model

(Filename:

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

Load(Model): MagicSmokeIndustries/Parts/Legacy/IR\_Rotatron/model

(Filename:

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

Load(Model): MagicSmokeIndustries/Parts/Legacy/IR\_RotatronMK2/model

(Filename:

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

Load(Model): MagicSmokeIndustries/Parts/Legacy/IR\_RotatronVTOL/model

(Filename:

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

Load(Model): MagicSmokeIndustries/Parts/Legacy/TPS/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): RemoteTech2/Parts/GigaDish1/model

(Filename:

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

Load(Model): RemoteTech2/Parts/GigaDish2/model

(Filename:

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

Load(Model): RemoteTech2/Parts/LongAntenna3/model

(Filename:

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

Load(Model): RemoteTech2/Parts/LongDish1/model

(Filename:

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

Load(Model): RemoteTech2/Parts/LongDish2/newll5

(Filename:

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

Load(Model): RemoteTech2/Parts/ShortAntenna1/model

(Filename:

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

Load(Model): RemoteTech2/Parts/ShortDish1/model

(Filename:

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

Load(Model): RemoteTech2/Parts/ShortDish2/newss5

(Filename:

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

Load(Model): SCANSat/Parts/MapTraq/model

(Filename:

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

Load(Model): SCANSat/Parts/Scanner 1/model

(Filename:

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

Load(Model): SCANSat/Parts/Scanner 2/model

(Filename:

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

Load(Model): SCANSat/Parts/Scanner 32/model

(Filename:

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

Load(Model): SCANSat/Parts/Scanner 8/model

(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/radialRCSTank/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/RCSTank1-2/model

(Filename:

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

Load(Model): Squad/Parts/FuelTank/RCStankMini/model

(Filename:

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

Load(Model): Squad/Parts/FuelTank/RCStankRadialLong/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/structuralBeam3/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(PART) AviationLights/Parts/lights/lightbeacon\_amber/lightbeacon\_amber

(Filename:

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

Config(PART) AviationLights/Parts/lights/lightbeacon\_red/lightbeacon\_red

(Filename:

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

Config(PART) AviationLights/Parts/lights/lightnav\_blue/lightnav\_blue

(Filename:

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

Config(PART) AviationLights/Parts/lights/lightnav\_green/lightnav\_green

(Filename:

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

Config(PART) AviationLights/Parts/lights/lightnav\_red/lightnav\_red

(Filename:

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

Config(PART) AviationLights/Parts/lights/lightnav\_white/lightnav\_white

(Filename:

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

Config(PART) AviationLights/Parts/lights/lightstrobe\_white/lightstrobe\_white

(Filename:

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

Config(PART) Engineer/Engineer7500/part/Engineer7500

(Filename:

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

Config(PART) Engineer/EngineerChip/part/EngineerChip

(Filename:

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

Config(PART) Engineer/EngineerChipFlight/part/EngineerChipFlight

(Filename:

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

Config(FARAeroData) FerramAerospaceResearch/FARAeroData/default

(Filename:

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

Config(FARAeroStress) FerramAerospaceResearch/FARAeroStress/default

(Filename:

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

Config(FARPartClassification) FerramAerospaceResearch/FARPartClassification/Default

(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/KW1mengineMaverick1D

(Filename:



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

Config(PART) KWRocketry/Parts/Engines/1mVestaVR1/part/KW1mengineVestaVR1

(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(SCALETYPE) MagicSmokeIndustries/Parts/Legacy/IR\_TweakScale/IR\_Robotic

(Filename:

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

Config(SCALETYPE) MagicSmokeIndustries/Parts/Legacy/IR\_TweakScale/IR\_RoboticStock

(Filename:

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

Config(SCALETYPE) MagicSmokeIndustries/Parts/Legacy/IR\_TweakScale/IR\_RoboticGantry

(Filename:

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

Config(SCALETYPE) MagicSmokeIndustries/Parts/Legacy/IR\_TweakScale/IR\_RoboticRail

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
Config(SCALETYPE)  
MagicSmokeIndustries/Parts/Legacy/IR\_TweakScale/IR\_RoboticDocking

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
Config(SCALETYPE)  
MagicSmokeIndustries/Parts/Legacy/IR\_TweakScale/IR\_RoboticRotatron

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
Config(SCALETYPE) MagicSmokeIndustries/Parts/Legacy/IR\_TweakScale/IR\_RoboticHinge

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
Config(SCALETYPE) MagicSmokeIndustries/Parts/Legacy/IR\_TweakScale/IR\_RoboticPiston

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
Config(SCALETYPE) MagicSmokeIndustries/Parts/Legacy/IR\_TweakScale/IR\_RoboticTPS

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
Config(PART)  
MagicSmokeIndustries/Parts/Legacy/AdjustableRail/part/AdjustableRailScaleable

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
Config(PART)  
MagicSmokeIndustries/Parts/Legacy/dockingwasher/part/dockingwasher\_stdScaleable

(Filename:

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

Config(PART)

MagicSmokeIndustries/Parts/Legacy/dockingwasher\_free/part/dockingwasher\_freeScaleable

(Filename:

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

Config(PART) MagicSmokeIndustries/Parts/Legacy/IR\_Gantry/part/GantryLargeScaleable

(Filename:

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

Config(PART)

MagicSmokeIndustries/Parts/Legacy/IR\_Gantry/partVariant/GantryLargeScaleableVariant

(Filename:

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

Config(PART)

MagicSmokeIndustries/Parts/Legacy/IR\_HingeClosed/part/IRHingeClosedScaleable

(Filename:

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

Config(PART)

MagicSmokeIndustries/Parts/Legacy/IR\_HingeOpen/part/IRHingeOpenScaleable

(Filename:

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

Config(PART) MagicSmokeIndustries/Parts/Legacy/IR\_HingeTall/part/IRHingeTallScaleable

(Filename:

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

Config(PART)

MagicSmokeIndustries/Parts/Legacy/IR\_HingeTallIND/part/IRHingeTallINDScaleable



(Filename:

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

Config(PART) MagicSmokeIndustries/Parts/Legacy/IR\_Piston/part/IRPistonScaleable

(Filename:

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

Config(PART) MagicSmokeIndustries/Parts/Legacy/IR\_Rotatron/part/IR\_RotatronScaleable

(Filename:

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

Config(PART)

MagicSmokeIndustries/Parts/Legacy/IR\_RotatronMK2/part/IR\_Rotatronmk2Scaleable

(Filename:

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

Config(PART)

MagicSmokeIndustries/Parts/Legacy/IR\_RotatronVTOL/part/IR\_RotatronVTOLScaleable

(Filename:

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

Config(PART) MagicSmokeIndustries/Parts/Legacy/TPS/part/TelescopeFullAScaleable

(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(PART) RemoteTech2/Parts/GigaDish1/part/RTGigaDish1

(Filename:

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

Config(PART) RemoteTech2/Parts/GigaDish2/part/RTGigaDish2

(Filename:

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

Config(PART) RemoteTech2/Parts/LongAntenna2/part/RTLLongAntenna2

(Filename:

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

Config(PART) RemoteTech2/Parts/LongAntenna3/part/RTLLongAntenna3

(Filename:

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

Config(PART) RemoteTech2/Parts/LongDish1/part/RTLLongDish1

(Filename:

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

Config(PART) RemoteTech2/Parts/LongDish2/part/RTLLongDish2

(Filename:

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

Config(PART) RemoteTech2/Parts/ShortAntenna1/part/RTShortAntenna1

(Filename:

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

Config(PART) RemoteTech2/Parts/ShortDish1/part/RTShortDish1

(Filename:

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

Config(PART) RemoteTech2/Parts/ShortDish2/part/RTShortDish2

(Filename:

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

Config(PART) SCANSat/Parts/MapTraj/part/SCANSat\_Tracker

(Filename:

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

Config(PART) SCANSat/Parts/Scanner 1/part/SCANSat\_Scanner

(Filename:

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

Config(PART) SCANSat/Parts/Scanner 2/part/SCANSat\_Scanner2

(Filename:

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

Config(PART) SCANSat/Parts/Scanner 32/part/SCANSat\_Scanner32

(Filename:

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

Config(PART) SCANSat/Parts/Scanner 8/part/SCANSat\_Scanner24

(Filename:

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

Config(EXPERIMENT\_DEFINITION)

SCANSat/Resources/ScienceDefs/EXPERIMENT\_DEFINITION

(Filename:

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

Config(EXPERIMENT\_DEFINITION)

SCANSat/Resources/ScienceDefs/EXPERIMENT\_DEFINITION

(Filename:

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

Config(EXPERIMENT\_DEFINITION)

SCANSat/Resources/ScienceDefs/EXPERIMENT\_DEFINITION

(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/adapterLargeSmallBi/part/adapterLargeSmallBi

(Filename:

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

Config(PART) Squad/Parts/Structural/adapterLargeSmallQuad/part/adapterLargeSmallQuad

(Filename:

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

Config(PART) Squad/Parts/Structural/adapterLargeSmallTri/part/adapterLargeSmallTri

(Filename:

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

Config(PART) Squad/Parts/Structural/adapterSmallMiniShort/part/adapterSmallMiniShort

(Filename:

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

Config(PART) Squad/Parts/Structural/adapterSmallMiniTall/part/adapterSmallMiniTall

(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/structuralBeam1/part/structuralBeam1

(Filename:

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

Config(PART) Squad/Parts/Structural/structuralBeam2/part/structuralBeam2

(Filename:

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

Config(PART) Squad/Parts/Structural/structuralBeam3/part/structuralBeam3

(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/KSPAAlternateResourcePanel/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 42.152s

(Filename:

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

PartLoader: Compiling Part 'AviationLights/Parts/lights/lightbeacon\_amber/lightbeacon\_amber'

(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)

PartLoader Warning: Variable minimum\_Drag not found in Part

(Filename:

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

PartLoader Warning: Variable maximum\_Drag not found in Part

(Filename:

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

PartLoader: Compiling Part 'AviationLights/Parts/lights/lightbeacon\_red/lightbeacon\_red'

(Filename:

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

PartLoader Warning: Variable minimum\_Drag not found in Part

(Filename:

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

PartLoader Warning: Variable maximum\_Drag not found in Part

(Filename:

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

PartLoader: Compiling Part 'AviationLights/Parts/lights/lightnav\_blue/lightnav\_blue'



(Filename:

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

PartLoader Warning: Variable minimum\_Drag not found in Part

(Filename:

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

PartLoader Warning: Variable maximum\_Drag not found in Part

(Filename:

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

PartLoader: Compiling Part 'AviationLights/Parts/lights/lightnav\_green/lightnav\_green'

(Filename:

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

PartLoader Warning: Variable minimum\_Drag not found in Part

(Filename:

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

PartLoader Warning: Variable maximum\_Drag not found in Part

(Filename:

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

PartLoader: Compiling Part 'AviationLights/Parts/lights/lightnav\_red/lightnav\_red'

(Filename:

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

PartLoader Warning: Variable minimum\_Drag not found in Part

(Filename:

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

PartLoader Warning: Variable maximum\_Drag not found in Part

(Filename:

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

PartLoader: Compiling Part 'AviationLights/Parts/lights/lightnav\_white/lightnav\_white'

(Filename:

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

PartLoader Warning: Variable minimum\_Drag not found in Part

(Filename:

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

PartLoader Warning: Variable maximum\_Drag not found in Part

(Filename:

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

PartLoader: Compiling Part 'AviationLights/Parts/lights/lightstrobe\_white/lightstrobe\_white'

(Filename:

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

PartLoader Warning: Variable minimum\_Drag not found in Part

(Filename:

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

PartLoader Warning: Variable maximum\_Drag not found in Part

(Filename:

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

PartLoader: Compiling Part 'Engineer/Engineer7500/part/Engineer7500'

(Filename:

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

PartLoader: Compiling Part 'Engineer/EngineerChip/part/EngineerChip'

(Filename:

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

PartLoader: Compiling Part 'Engineer/EngineerChipFlight/part/EngineerChipFlight'

(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)

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/025mGlobeI/part/KWsrbGlobeI'

(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/SRBUIllage/Large/KWsrbUIllageLarge'

(Filename:

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

PartLoader: Compiling Part 'KWRocketry/Parts/Solids/SRBUIllage/part/KWsrbUIllage'

(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/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/KWadapter3x2/32Structural/KWadapter3x2'

(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/Structural/KWDecoupler/5mDecoupler/KW5mStageDecoupler'

(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/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

'MagicSmokeIndustries/Parts/Legacy/AdjustableRail/part/AdjustableRailScaleable'

(Filename:

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

PartLoader: Compiling Part

'MagicSmokeIndustries/Parts/Legacy/dockingwasher/part/dockingwasher\_stdScaleable'

(Filename:

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

PartLoader: Compiling Part

'MagicSmokeIndustries/Parts/Legacy/dockingwasher\_free/part/dockingwasher\_freeScaleable'

(Filename:

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

PartLoader: Compiling Part

'MagicSmokeIndustries/Parts/Legacy/IR\_Gantry/part/GantryLargeScaleable'

(Filename:

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

PartLoader: Compiling Part

'MagicSmokeIndustries/Parts/Legacy/IR\_Gantry/partVariant/GantryLargeScaleableVariant'

(Filename:

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

PartLoader: Compiling Part

'MagicSmokeIndustries/Parts/Legacy/IR\_HingeClosed/part/IRHingeClosedScaleable'

(Filename:

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

PartLoader: Compiling Part

'MagicSmokeIndustries/Parts/Legacy/IR\_HingeOpen/part/IRHingeOpenScaleable'

(Filename:

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

PartLoader: Compiling Part

'MagicSmokeIndustries/Parts/Legacy/IR\_HingeTall/part/IRHingeTallScaleable'

(Filename:

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

PartLoader: Compiling Part

'MagicSmokeIndustries/Parts/Legacy/IR\_HingeTallIND/part/IRHingeTallINDScaleable'

(Filename:

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

PartLoader: Compiling Part

'MagicSmokeIndustries/Parts/Legacy/IR\_Piston/part/IRPistonScaleable'

(Filename:

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

PartLoader: Compiling Part

'MagicSmokeIndustries/Parts/Legacy/IR\_Rotatron/part/IR\_RotatronScaleable'

(Filename:

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

PartLoader: Compiling Part

'MagicSmokeIndustries/Parts/Legacy/IR\_RotatronMK2/part/IR\_Rotatronmk2Scaleable'

(Filename:

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

Toggle: converting collider node\_collider

(Filename:

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

PartLoader: Compiling Part

'MagicSmokeIndustries/Parts/Legacy/IR\_RotatronVTOL/part/IR\_RotatronVTOLScaleable'

(Filename:

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

Toggle: converting collider node\_collider

(Filename:

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

PartLoader: Compiling Part

'MagicSmokeIndustries/Parts/Legacy/TPS/part/TelescopeFullAScaleable'

(Filename:

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

PartLoader: Compiling Part 'NASAmision/Parts/GrapplyingDevice/part/GrapplyingDevice'

(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 'RemoteTech2/Parts/GigaDish1/part/RTGigaDish1'

(Filename:

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

RemoteTech: ModuleRTAntenna: Found TRANSMITTER block.

(Filename:

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

RemoteTech: ModuleRTAntenna: OnDestroy

(Filename:

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

RemoteTech: ModuleSPUPassive: OnDestroy

(Filename:

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

PartLoader: Compiling Part 'RemoteTech2/Parts/GigaDish2/part/RTGigaDish2'

(Filename:

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

RemoteTech: ModuleRTAntenna: Found TRANSMITTER block.

(Filename:

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

RemoteTech: ModuleRTAntenna: OnDestroy

(Filename:

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

RemoteTech: ModuleSPUPassive: OnDestroy

(Filename:

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

PartLoader: Compiling Part 'RemoteTech2/Parts/LongAntenna2/part/RTLLongAntenna2'

(Filename:

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

RemoteTech: ModuleRTAntenna: Found TRANSMITTER block.

(Filename:

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

RemoteTech: ModuleRTAntenna: OnDestroy

(Filename:

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

RemoteTech: ModuleSPUPassive: OnDestroy

(Filename:

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

PartLoader: Compiling Part 'RemoteTech2/Parts/LongAntenna3/part/RTLLongAntenna3'

(Filename:

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

RemoteTech: ModuleRTAntenna: Found TRANSMITTER block.

(Filename:

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

RemoteTech: ModuleRTAntenna: OnDestroy

(Filename:

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

RemoteTech: ModuleSPUPassive: OnDestroy

(Filename:

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

PartLoader: Compiling Part 'RemoteTech2/Parts/LongDish1/part/RTLLongDish1'

(Filename:

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

RemoteTech: ModuleRTAntenna: Found TRANSMITTER block.

(Filename:

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



RemoteTech: ModuleRTAntenna: OnDestroy

(Filename:

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

RemoteTech: ModuleSPUPassive: OnDestroy

(Filename:

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

PartLoader: Compiling Part 'RemoteTech2/Parts/LongDish2/part/RTLLongDish2'

(Filename:

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

RemoteTech: ModuleRTAntenna: Found TRANSMITTER block.

(Filename:

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

RemoteTech: ModuleRTAntenna: OnDestroy

(Filename:

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

RemoteTech: ModuleSPUPassive: OnDestroy

(Filename:

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

PartLoader: Compiling Part 'RemoteTech2/Parts/ShortAntenna1/part/RTShortAntenna1'

(Filename:

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

RemoteTech: ModuleRTAntenna: Found TRANSMITTER block.

(Filename:

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

RemoteTech: ModuleRTAntenna: OnDestroy

(Filename:

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

RemoteTech: ModuleSPUPassive: OnDestroy

(Filename:

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

PartLoader: Compiling Part 'RemoteTech2/Parts/ShortDish1/part/RTShortDish1'

(Filename:

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

RemoteTech: ModuleRTAntenna: Found TRANSMITTER block.

(Filename:

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

RemoteTech: ModuleRTAntenna: OnDestroy

(Filename:

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

RemoteTech: ModuleSPUPassive: OnDestroy

(Filename:

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

PartLoader: Compiling Part 'RemoteTech2/Parts/ShortDish2/part/RTShortDish2'

(Filename:

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

RemoteTech: ModuleRTAntenna: Found TRANSMITTER block.

(Filename:

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

RemoteTech: ModuleRTAntenna: OnDestroy

(Filename:

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

RemoteTech: ModuleSPUPassive: OnDestroy

(Filename:

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

PartLoader: Compiling Part 'SCANSat/Parts/MapTraq/part/SCANSat\_Tracker'

(Filename:

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

PartLoader: Compiling Part 'SCANSat/Parts/Scanner 1/part/SCANSat\_Scanner'

(Filename:

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

PartLoader: Compiling Part 'SCANSat/Parts/Scanner 2/part/SCANSat\_Scanner2'

(Filename:

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

PartLoader: Compiling Part 'SCANSat/Parts/Scanner 32/part/SCANSat\_Scanner32'

(Filename:

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

PartLoader: Compiling Part 'SCANSat/Parts/Scanner 8/part/SCANSat\_Scanner24'

(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 Warning: Variable dragCoeff not found in Part

(Filename:

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

PartLoader Warning: Variable deflectionLiftCoeff not found in Part

(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 Warning: Variable dragCoeff not found in Part

(Filename:

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

PartLoader Warning: Variable deflectionLiftCoeff not found in Part

(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 Warning: Variable dragCoeff not found in Part

(Filename:

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

PartLoader Warning: Variable deflectionLiftCoeff not found in Part

(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 Warning: Variable dragCoeff not found in Part

(Filename:

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

PartLoader Warning: Variable deflectionLiftCoeff not found in Part

(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 Warning: Variable dragCoeff not found in Part

(Filename:

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

PartLoader Warning: Variable deflectionLiftCoeff not found in Part

(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)

RemoteTech: ModuleRTAntennaPassive: Found TRANSMITTER block.

(Filename:

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

RemoteTech: ModuleSPU: OnDestroy

(Filename:

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

RemoteTech: ModuleRTAntennaPassive: OnDestroy

(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)

RemoteTech: ModuleRTAntennaPassive: Found TRANSMITTER block.

(Filename:

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

RemoteTech: ModuleSPU: OnDestroy

(Filename:

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

RemoteTech: ModuleRTAntennaPassive: OnDestroy

(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)

RemoteTech: ModuleRTAntennaPassive: Found TRANSMITTER block.

(Filename:

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

RemoteTech: ModuleSPU: OnDestroy

(Filename:

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

RemoteTech: ModuleRTAntennaPassive: OnDestroy

(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)

RemoteTech: ModuleRTAntennaPassive: Found TRANSMITTER block.

(Filename:

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

RemoteTech: ModuleSPU: OnDestroy

(Filename:

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

RemoteTech: ModuleRTAntennaPassive: OnDestroy

(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)

RemoteTech: ModuleRTAntennaPassive: Found TRANSMITTER block.

(Filename:

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

RemoteTech: ModuleSPU: OnDestroy

(Filename:

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

RemoteTech: ModuleRTAntennaPassive: OnDestroy

(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)

RemoteTech: ModuleRTAntennaPassive: Found TRANSMITTER block.

(Filename:

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

RemoteTech: ModuleSPU: OnDestroy

(Filename:

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

RemoteTech: ModuleRTAntennaPassive: OnDestroy

(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)

RemoteTech: ModuleRTAntennaPassive: Found TRANSMITTER block.

(Filename:

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

RemoteTech: ModuleSPU: OnDestroy

(Filename:

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

RemoteTech: ModuleRTAntennaPassive: OnDestroy

(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/adaptLargeSmallTri/part/adaptLargeSmallTri'

(Filename:

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

PartLoader: Compiling Part

'Squad/Parts/Structural/adaptSmallMiniShort/part/adaptSmallMiniShort'

(Filename:

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

PartLoader: Compiling Part

'Squad/Parts/Structural/adaptSmallMiniTall/part/adaptSmallMiniTall'

(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 Warning: Variable dragCoeff not found in Part

(Filename:

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

PartLoader Warning: Variable deflectionLiftCoeff not found in Part

(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)

RemoteTech: ModuleRTAntenna: Found TRANSMITTER block.

(Filename:

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

RemoteTech: ModuleRTAntenna: OnDestroy

(Filename:

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

RemoteTech: ModuleSPUPassive: OnDestroy

(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)

RemoteTech: ModuleRTAntennaPassive: OnDestroy

(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)

RemoteTech: ModuleRTAntenna: Found TRANSMITTER block.

(Filename:

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

RemoteTech: ModuleRTAntenna: OnDestroy

(Filename:

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

RemoteTech: ModuleSPUPassive: OnDestroy

(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)

RemoteTech: ModuleRTAntenna: Found TRANSMITTER block.

(Filename:

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

RemoteTech: ModuleRTAntenna: OnDestroy

(Filename:

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

RemoteTech: ModuleSPUPassive: OnDestroy

(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/parachuteDroque/part/parachuteDroque'

(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)

[IR GUI] destroy

(Filename:

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

UnloadTime: 11.835124 ms

Unloading 7 Unused Serialized files (Serialized files now loaded: 0 / Dirty serialized files: 0)

Unloading 238 unused Assets to reduce memory usage. Loaded Objects now: 77638.

Total: 36.610382 ms (FindLiveObjects: 3.303027 ms CreateObjectMapping: 1.352371 ms

MarkObjects: 29.933483 ms DeleteObjects: 1.683484 ms)

AddonLoader: Instantiating addon 'StockToolbar' from assembly 'Engineer'

(Filename:

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

AddonLoader: Instantiating addon 'BlizzyToolbar' from assembly 'EngineerToolbar'

(Filename:

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

AddonLoader: Instantiating addon 'MuMechGUI' from assembly 'InfernalRobotics'

(Filename:

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

Parsing rect

(Filename:

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

Parsing rect

(Filename:

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

Parsing rect

(Filename:

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

Parsing rect

(Filename:

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

[IR GUI] awake

(Filename:

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

AddonLoader: Instantiating addon 'RTDebugUnit' from assembly 'RemoteTech2'

(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)

[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)

[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)

[IR GUI] destroy

(Filename:

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

UnloadTime: 6.481775 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: 109818.

Total: 71.905319 ms (FindLiveObjects: 4.868536 ms CreateObjectMapping: 1.310043 ms

MarkObjects: 65.284256 ms DeleteObjects: 0.139289 ms)

AddonLoader: Instantiating addon 'StockToolbar' from assembly 'Engineer'

(Filename:

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

AddonLoader: Instantiating addon 'BlizzyToolbar' from assembly 'EngineerToolbar'

(Filename:

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

AddonLoader: Instantiating addon 'MuMechGUI' from assembly 'InfernalRobotics'

(Filename:

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

Parsing rect

(Filename:

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

Parsing rect

(Filename:

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

Parsing rect

(Filename:

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

Parsing rect

(Filename:

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

[IR GUI] awake

(Filename:

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

AddonLoader: Instantiating addon 'RTDebugUnit' from assembly 'RemoteTech2'

(Filename:

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

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: 109824.

Total: 72.000481 ms (FindLiveObjects: 4.961296 ms CreateObjectMapping: 1.298336 ms

MarkObjects: 65.360504 ms DeleteObjects: 0.105067 ms)

[IR GUI] destroy

(Filename:

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

UnloadTime: 6.397421 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: 111709.

Total: 72.688530 ms (FindLiveObjects: 4.945986 ms CreateObjectMapping: 1.305841 ms

MarkObjects: 65.500999 ms DeleteObjects: 0.338618 ms)

AddonLoader: Instantiating addon 'SaveGameFixer' from assembly 'ModuleManager.2.1.5'

(Filename:

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

[SaveGameFixer] Elected unopposed version= 2.1.5.0 at C:\program files  
(x86)\steam\steamapps\common\kerbal space program\GameData\ModuleManager.2.1.5.dll

(Filename:

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

Save Game: JDe Industries

(Filename:

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

Craft file: JDe Industries\Ships\VAB\Science & Rescue 1.craft

(Filename:

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

Part: KAS.ContainerBay1

(Filename:

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

Part "KAS.ContainerBay1" has been deleted.

(Filename:

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

Part: KAS.Container1

(Filename:

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

Part "KAS.Container1" has been deleted.

(Filename:

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

Part: KAS.ContainerBay1

(Filename:

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

Part "KAS.ContainerBay1" has been deleted.

(Filename:

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

Part: KAS.Container1

(Filename:

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

Part "KAS.Container1" has been deleted.

(Filename:

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

Part: decoupler.ftr.2M

(Filename:

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

Part "decoupler.ftr.2M" has been deleted.

(Filename:

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

Craft has missing parts in the VAB, the craft file will be locked.

(Filename:

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

Delete the craft to get rid of this message.

(Filename:

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

Craft file: JDe Industries\Ships\VAB\Untitled Space Craft.craft

(Filename:

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

Part: 2.5.Heatshield

(Filename:

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

Part "2.5.Heatshield" has been deleted.

(Filename:

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

Part: decoupler.ftr

(Filename:

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

Part "decoupler.ftr" has been deleted.

(Filename:

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

Craft has missing parts in the VAB, the craft file will be locked.

(Filename:

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

Delete the craft to get rid of this message.

(Filename:

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

AddonLoader: Instantiating addon 'CompatibilityChecker' from assembly 'Toolbar'

(Filename:

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



AddonLoader: Instantiating addon 'InstallChecker' from assembly 'Toolbar'

(Filename:

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

AddonLoader: Instantiating addon 'StockToolbar' from assembly 'Engineer'

(Filename:

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

AddonLoader: Instantiating addon 'BlizzyToolbar' from assembly 'EngineerToolbar'

(Filename:

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

AddonLoader: Instantiating addon 'InstallChecker' from assembly 'FerramAerospaceResearch'

(Filename:

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

AddonLoader: Instantiating addon 'MuMechGUI' from assembly 'InfernalRobotics'

(Filename:

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

Parsing rect

(Filename:

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

Parsing rect

(Filename:

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

Parsing rect

(Filename:

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

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[IR GUI] awake

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
AddonLoader: Instantiating addon 'CompatibilityChecker' from assembly 'Scale'

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
AddonLoader: Instantiating addon 'ScaleExponentsLoader' from assembly 'Scale'

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
AddonLoader: Instantiating addon 'RTDebugUnit' from assembly 'RemoteTech2'

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
AddonLoader: Instantiating addon 'SCANversions' from assembly 'SCANsat'

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
AddonLoader: Instantiating addon 'Debug\_AutoLoadPersistentSaveOnStartup' from assembly 'SCANsat'

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

AddonLoader: Instantiating addon 'KerbalAlarmClockTextureLoader' from assembly 'KerbalAlarmClock'

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading Textures

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconNorm.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconNormShow.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconAlarm.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconAlarmShow.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_iconWarpEffect2\_100.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_iconWarpEffect2\_080.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_iconWarpEffect2\_060.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_iconWarpEffect2\_040.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_iconWarpEffect2\_020.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_iconWarpEffect2\_000.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconPauseEffect\_100.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconPauseEffect\_080.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconPauseEffect\_060.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconPauseEffect\_040.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconPauseEffect\_020.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconPauseEffect\_000.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_listiconRaw.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_listiconSOI.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_listiconMNode.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_listiconAp.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_listiconPe.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconAN.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconDN.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconXfer.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconClosest.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconCrew.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconEarth.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconLaunchRendezvous.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconWarpList\_100.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconWarpList\_080.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconWarpList\_060.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconWarpList\_040.png



(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconWarpList\_020.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconWarpList\_000.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconPauseList\_100.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconPauseList\_080.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconPauseList\_060.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_listiconPauseList\_040.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_listiconPauseList\_020.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_listiconPauseList\_000.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_listiconNone.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_listiconEdit.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_buttonTypeRaw.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonTypeMNode.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonTypeAp.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonTypePe.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonTypeApPe.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonTypeAN.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_buttonTypeDN.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_buttonTypeANDN.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_buttonTypeSOI.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_buttonTypeXfer.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_buttonTypeClosest.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_buttonTypeCrew.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonChevronUp.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonChevronDown.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonChevronLeft.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonChevronRight.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonRedCross.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_buttonSettings.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_buttonSettingsAttention.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_buttonAdd.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loading: C:\program files

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

program\GameData\TriggerTech\Textures\KerbalAlarmClock/txt\_TooltipBackground.png

(Filename:

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

7/21/2014 10:46:28 AM,KerbalAlarmClock,Loaded Textures

(Filename:

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

[SCANlogger] Assembly: SCANSat found; Version: 1.0.6.0; Informational Version: v6.1;

Location: SCANSat/Plugins

(Filename:

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

No save file found for path: C:/program files (x86)/steam/steamapps/common/kerbal space program/ksp\_x64\_Data/./saves/SCANsat Testing/persistent.sfs

(Filename:

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

ScenarioTypes: List Created 7 scenario types loaded from 26 loaded assemblies.

(Filename:

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

[HighLogic]: ===== Scene Change : From MAINMENU to SPACECENTER =====

(Filename:

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

[IR GUI] destroy

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

UnloadTime: 8.934055 ms

Unloading 3 Unused Serialized files (Serialized files now loaded: 0 / Dirty serialized files: 0)

Unloading 158 unused Assets to reduce memory usage. Loaded Objects now: 109925.

Total: 79.125877 ms (FindLiveObjects: 4.708833 ms CreateObjectMapping: 1.349969 ms

MarkObjects: 70.787697 ms DeleteObjects: 1.954258 ms)

AddonLoader: Instantiating addon 'StockToolbar' from assembly 'Engineer'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

AddonLoader: Instantiating addon 'BlizzyToolbar' from assembly 'EngineerToolbar'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

AddonLoader: Instantiating addon 'MuMechGUI' from assembly 'InfernalRobotics'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing rect

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing rect

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing rect

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing rect

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

[IR GUI] awake

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

AddonLoader: Instantiating addon 'RTDebugUnit' from assembly 'RemoteTech2'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

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: 109913.

Total: 77.406067 ms (FindLiveObjects: 4.716938 ms CreateObjectMapping: 1.232293 ms

MarkObjects: 71.020645 ms DeleteObjects: 0.170209 ms)

[IR GUI] destroy



(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

UnloadTime: 6.383612 ms

Unloading 2 Unused Serialized files (Serialized files now loaded: 0 / Dirty serialized files: 0)

Unloading 1 unused Assets to reduce memory usage. Loaded Objects now: 112743.

Total: 83.708023 ms (FindLiveObjects: 5.037545 ms CreateObjectMapping: 1.421715 ms

MarkObjects: 76.826393 ms DeleteObjects: 0.107469 ms)

AddonLoader: Instantiating addon 'StockToolbar' from assembly 'Engineer'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

AddonLoader: Instantiating addon 'BlizzyToolbar' from assembly 'EngineerToolbar'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

AddonLoader: Instantiating addon 'FARDebugOptions' from assembly

'FerramAerospaceResearch'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing rect

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing bool

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing rect

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing rect

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing rect

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing rect

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing rect

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing rect

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing rect

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing string

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing string

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
Parsing string

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
Parsing string

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
Parsing string

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
Parsing string

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
Parsing string

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
Parsing string

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
Parsing string

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
Parsing bool

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing int

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing string

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing string

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing string

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing string

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing string

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing string

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing string

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing int

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing int

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

AddonLoader: Instantiating addon 'MuMechGUI' from assembly 'InfernalRobotics'

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing rect

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing rect

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing rect

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing rect

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
[IR GUI] awake

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
AddonLoader: Instantiating addon 'RTDebugUnit' from assembly 'RemoteTech2'

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
AddonLoader: Instantiating addon 'KACSpaceCenter' from assembly 'KerbalAlarmClock'

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
7/21/2014 10:46:39 AM,KerbalAlarmClock,Awakening the KerbalAlarmClock-KACSpaceCenter

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
7/21/2014 10:46:39 AM,KerbalAlarmClock,PluginPath:C:\program files  
(x86)\steam\steamapps\common\kerbal space program\GameData\TriggerTech

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading Textures

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconNorm.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconNormShow.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconAlarm.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconAlarmShow.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconWarpEffect2\_100.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconWarpEffect2\_080.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconWarpEffect2\_060.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconWarpEffect2\_040.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconWarpEffect2\_020.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconWarpEffect2\_000.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconPauseEffect\_100.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconPauseEffect\_080.png

(Filename:



C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconPauseEffect\_060.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconPauseEffect\_040.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconPauseEffect\_020.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_iconPauseEffect\_000.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_listiconRaw.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_listiconSOI.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_listiconMNode.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_listiconAp.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_listiconPe.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_listiconAN.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_listiconDN.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_listiconXfer.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_listiconClosest.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_listiconCrew.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_listiconEarth.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock/img\_listiconLaunchRendezvous.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconWarpList\_100.png

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconWarpList\_080.png

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconWarpList\_060.png

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconWarpList\_040.png

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconWarpList\_020.png

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconWarpList\_000.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconPauseList\_100.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconPauseList\_080.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

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program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconPauseList\_060.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconPauseList\_040.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconPauseList\_020.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconPauseList\_000.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconNone.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_listiconEdit.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonTypeRaw.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonTypeMNode.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonTypeAp.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonTypePe.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonTypeApPe.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonTypeAN.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonTypeDN.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonTypeANDN.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonTypeSOI.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonTypeXfer.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonTypeClosest.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonTypeCrew.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonChevronUp.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonChevronDown.png



(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonChevronLeft.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonChevronRight.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonRedCross.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonSettings.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files

(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonSettingsAttention.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space  
program\GameData\TriggerTech\Textures\KerbalAlarmClock\img\_buttonAdd.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading: C:\program files  
(x86)\steam\steamapps\common\kerbal space

program\GameData\TriggerTech\Textures\KerbalAlarmClock\txt\_TooltipBackground.png

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loaded Textures

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading Config

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

Parsing bool

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C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

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C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

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C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

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C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

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C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

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C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
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(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
7/21/2014 10:46:39 AM,KerbalAlarmClock,Trying New Alarms file...

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
7/21/2014 10:46:39 AM,KerbalAlarmClock,AlarmsFileVersion:3

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
7/21/2014 10:46:39 AM,KerbalAlarmClock,Config Loaded Successfully

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
7/21/2014 10:46:39 AM,KerbalAlarmClock,Loading Transfer Modelling Data

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
7/21/2014 10:46:39 AM,KerbalAlarmClock,Transfer Modelling Data Load Complete

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
7/21/2014 10:46:39 AM,KerbalAlarmClock,Blizzy's Toolbar Loaded:True

(Filename:  
C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)  
7/21/2014 10:46:39 AM,KerbalAlarmClock,Initialising the Toolbar Icon

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock-ToolbarButtonWrapper,ToolbarButtonWrapper:  
Loading ToolbarManager.

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock-ToolbarButtonWrapper,ToolbarButtonWrapper built!

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Invoking Worker Function KerbalAlarmClock-KACSpaceCenter

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

0.1

(Filename:

C:/BuildAgent/work/d63dfc6385190b60/artifacts/StandalonePlayerGenerated/UnityEngineDebug.cpp Line: 49)

7/21/2014 10:46:39 AM,KerbalAlarmClock,Setting up repeating Behaviour(BehaviourUpdate) every 0.10 Secs

(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)

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/download/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 (00007FFECA190000), 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 (00007FFEDFBE0000), 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 (00007FFED84F0000), size: 180224 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\GLU32.dll', fileVersion: 6.3.9600.16384

C:\Windows\SYSTEM32\DDRAW.dll:DDRAW.dll (00007FFECE4D0000), 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 (00007FFECCF30000), 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: 6.3.9600.17031

0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\midimap.dll', fileVersion: 6.3.9600.16384  
C:\Windows\SYSTEM32\dsound.dll:dsound.dll (00007FFED8000000), 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\pnprnsp.dll:pnprnsp.dll (00007FFEC090000), size: 102400 (result: 0),  
SymType: '-exported-', PDB: 'C:\Windows\system32\pnprnsp.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\winnr.dll:winnr.dll (00007FFEC280000), size: 49152 (result: 0),  
SymType: '-exported-', PDB: 'C:\Windows\System32\winnr.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 (0000000052A90000), size: 630784  
(result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\siappdll.DLL', fileVersion:  
4.1.14062.9936  
C:\Windows\SYSTEM32\SPWINI.dll:SPWINI.dll (0000000018980000), 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\_0  
8e793bfa83a89b5\MSVCR90.dll:MSVCR90.dll (0000000052B30000), size: 667648 (result: 0),  
SymType: '-exported-', PDB:  
'C:\Windows\WinSxS\amd64\_microsoft.vc90.crt\_1fc8b3b9a1e18e3b\_9.0.30729.8387\_none\_0  
8e793bfa83a89b5\MSVCR90.dll', fileVersion: 9.0.30729.8387  
C:\Windows\WinSxS\amd64\_microsoft.vc90.crt\_1fc8b3b9a1e18e3b\_9.0.30729.8387\_none\_0  
8e793bfa83a89b5\MSVCP90.dll:MSVCP90.dll (00000000596F0000), size: 864256 (result: 0),  
SymType: '-exported-', PDB:  
'C:\Windows\WinSxS\amd64\_microsoft.vc90.crt\_1fc8b3b9a1e18e3b\_9.0.30729.8387\_none\_0  
8e793bfa83a89b5\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

===== OUTPUTING STACK TRACE =====

(0x0000000103880000) ((module-name not available)): (filename not available): (function-  
name not available) + 0x0

(0x000000004DD671F6) (Mono JIT code): (filename not available): Toolbar.Toolbar:draw () +  
0xd6 (000000004DD67120 000000004DD67749) [0000000003834D48 - Unity Root Domain]  
+ 0x0

(0x000000003233D812) (Mono JIT code): (filename not available):  
Toolbar.ToolbarManager:OnGUI () + 0xb2 (000000003233D760 000000003233D8A3)  
[0000000003834D48 - Unity Root Domain] + 0x0

(0x00000000041072DB) (Mono JIT code): (filename not available): (wrapper runtime-invoke)  
object:runtime\_invoke\_void\_\_this\_\_ (object,intptr,intptr,intptr) + 0x6b (0000000004107270  
000000000410734A) [0000000003834D48 - Unity Root Domain] + 0x0

(0x00007FFEC43336CA) (mono): (filename not available): mono\_set\_defaults + 0x2b8e

(0x00000000FFFFFFFF) ((module-name not available)): (filename not available): (function-  
name not available) + 0x0

(0x0000000003834D48) ((module-name not available)): (filename not available): (function-  
name not available) + 0x0

===== END OF STACKTRACE =====

\*\*\*\* Crash! \*\*\*\*