



Initialize engine version: 4.5.5f1 (7684ad0c5a44)
GfxDevice: creating device client; threaded=1
Direct3D:
Version: Direct3D 9.0c [nvd3dum.dll 9.18.13.4475]
Renderer: NVIDIA GeForce GT 640
Vendor: NVIDIA
VRAM: 1985 MB (via DXGI)
Caps: Shader=30 DepthRT=1 NativeDepth=1 NativeShadow=1 DF16=0 INTZ=1 RAWZ=0
NULL=1 RESZ=0 SlowINTZ=0
Begin MonoManager ReloadAssembly
Platform assembly: C:\Kerbal Space Program\KSP_Data\Managed\UnityEngine.dll (this message is harmless)
Loading C:\Kerbal Space Program\KSP_Data\Managed\UnityEngine.dll into Unity Child Domain
Platform assembly: C:\Kerbal Space Program\KSP_Data\Managed\Assembly-CSharp-firstpass.dll (this message is harmless)
Loading C:\Kerbal Space Program\KSP_Data\Managed\Assembly-CSharp-firstpass.dll into Unity Child Domain
Platform assembly: C:\Kerbal Space Program\KSP_Data\Managed\Assembly-CSharp.dll (this message is harmless)
Loading C:\Kerbal Space Program\KSP_Data\Managed\Assembly-CSharp.dll into Unity Child Domain
Platform assembly: C:\Kerbal Space Program\KSP_Data\Managed\Assembly-UnityScript-firstpass.dll (this message is harmless)
Loading C:\Kerbal Space Program\KSP_Data\Managed\Assembly-UnityScript-firstpass.dll into Unity Child Domain
Platform assembly: C:\Kerbal Space Program\KSP_Data\Managed\Assembly-UnityScript.dll (this message is harmless)
Loading C:\Kerbal Space Program\KSP_Data\Managed\Assembly-UnityScript.dll into Unity Child Domain
Platform assembly: C:\Kerbal Space Program\KSP_Data\Managed\Mono.Cecil.dll (this message is harmless)
Loading C:\Kerbal Space Program\KSP_Data\Managed\Mono.Cecil.dll into Unity Child Domain
Platform assembly: C:\Kerbal Space Program\KSP_Data\Managed\Mono.Cecil.Mdb.dll (this message is harmless)

Loading C:\Kerbal Space Program\KSP_Data\Managed\Mono.Cecil.Mdb.dll into Unity Child Domain

Platform assembly: C:\Kerbal Space Program\KSP_Data\Managed\Mono.Cecil.Pdb.dll (this message is harmless)

Loading C:\Kerbal Space Program\KSP_Data\Managed\Mono.Cecil.Pdb.dll into Unity Child Domain

Platform assembly: C:\Kerbal Space Program\KSP_Data\Managed\xmlDiffPatch.dll (this message is harmless)

Loading C:\Kerbal Space Program\KSP_Data\Managed\xmlDiffPatch.dll into Unity Child Domain

Platform assembly: C:\Kerbal Space Program\KSP_Data\Managed\XmlDiffPatch.View.dll (this message is harmless)

Loading C:\Kerbal Space Program\KSP_Data\Managed\XmlDiffPatch.View.dll into Unity Child Domain

Platform assembly: C:\Kerbal Space Program\KSP_Data\Managed\TDx.TDxInput.dll (this message is harmless)

Loading C:\Kerbal Space Program\KSP_Data\Managed\TDx.TDxInput.dll into Unity Child Domain

Platform assembly: C:\Kerbal Space Program\KSP_Data\Managed\MiscUtil-r285.dll (this message is harmless)

Loading C:\Kerbal Space Program\KSP_Data\Managed\MiscUtil-r285.dll into Unity Child Domain

- Completed reload, in 3.174 seconds

<RI> Initializing input.

<RI> Input initialized.

desktop: 1600x900 60Hz; virtual: 1600x900 at 0,0

Platform assembly: C:\Kerbal Space Program\KSP_Data\Managed\System.Core.dll (this message is harmless)

Platform assembly: C:\Kerbal Space Program\KSP_Data\Managed\System.dll (this message is harmless)

Platform assembly: C:\Kerbal Space Program\KSP_Data\Managed\System.Xml.dll (this message is harmless)

The referenced script on this Behaviour is missing!

(Filename: Line: 1783)

The referenced script on this Behaviour is missing!

(Filename: Line: 1783)

The referenced script on this Behaviour is missing!

(Filename: Line: 1783)

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(Filename: Line: 1783)

The referenced script on this Behaviour is missing!

(Filename: Line: 1783)

The referenced script on this Behaviour is missing!

(Filename: Line: 1783)

Shader 'AtmosphereFromGround': fallback shader 'None' not found

[KSP Version]: 0.90.0.705 (WindowsPlayer) BETA

=====

(Filename:

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

ArgumentException: The requested value 'None' was not found.

at System.Enum.Parse (System.Type enumType, System.String value, Boolean ignoreCase)

[0x00000] in <filename unknown>:0

at System.Enum.Parse (System.Type enumType, System.String value) [0x00000] in <filename unknown>:0

at InputBinding.Load (.ConfigNode node) [0x00000] in <filename unknown>:0

at KeyBinding.Load (.ConfigNode node) [0x00000] in <filename unknown>:0

at GameSettings.ParseCfg () [0x00000] in <filename unknown>:0

at GameSettings.Awake () [0x00000] in <filename unknown>:0

(Filename: Line: -1)

AssemblyLoader: Loading assemblies

(Filename:

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

Load(Audio): Squad/Parts/Utility/landingLegLT-1/sounds/sound_servomotor

(Filename:

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

Platform assembly: C:\Kerbal Space Program\KSP_Data\Managed\Boo.Lang.dll (this message is harmless)

Load(Audio): Squad/Sounds/editorLoop01

(Filename:

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

Load(Audio): Squad/Sounds/sound_ambience_nature

(Filename:

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

Load(Audio): Squad/Sounds/sound_click_flick

(Filename:

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

Load(Audio): Squad/Sounds/sound_click_latch

(Filename:

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

Load(Audio): Squad/Sounds/sound_click_sharp

(Filename:

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

Load(Audio): Squad/Sounds/sound_click_tick

(Filename:

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

Load(Audio): Squad/Sounds/sound_click_tock

(Filename:

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

Load(Audio): Squad/Sounds/sound_decoupler_fire

(Filename:

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

Load(Audio): Squad/Sounds/sound_delete_bin

(Filename:

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

Load(Audio): Squad/Sounds/sound_explosion_debris1

(Filename:

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

Load(Audio): Squad/Sounds/sound_explosion_debris2

(Filename:

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

Load(Audio): Squad/Sounds/sound_explosion_large

(Filename:

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

Load(Audio): Squad/Sounds/sound_rocket_mini

(Filename:

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

Load(Audio): Squad/Sounds/sound_rocket_spurts

(Filename:

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

Load(Audio): Squad/Sounds/sound_tab_extend

(Filename:

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

Load(Audio): Squad/Sounds/sound_tab_retreat

(Filename:

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

Load(Texture): 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): 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/Contracts/Icons/an

(Filename:

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

Load(Texture): Squad/Contracts/Icons/ap

(Filename:

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

Load(Texture): Squad/Contracts/Icons/balloon

(Filename:

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

Load(Texture): Squad/Contracts/Icons/default

(Filename:

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

Load(Texture): Squad/Contracts/Icons/dish

(Filename:

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

Load(Texture): Squad/Contracts/Icons/dn

(Filename:

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

Load(Texture): Squad/Contracts/Icons/eva

(Filename:

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

Load(Texture): Squad/Contracts/Icons/gravity

(Filename:

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

Load(Texture): Squad/Contracts/Icons/marker

(Filename:

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

Load(Texture): Squad/Contracts/Icons/orbit

(Filename:

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

Load(Texture): Squad/Contracts/Icons/pe

(Filename:

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

Load(Texture): Squad/Contracts/Icons/pressure

(Filename:

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

Load(Texture): Squad/Contracts/Icons/report

(Filename:

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

Load(Texture): Squad/Contracts/Icons/sample

(Filename:

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

Load(Texture): Squad/Contracts/Icons/seismic

(Filename:

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

Load(Texture): Squad/Contracts/Icons/thermometer

(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/esa_black

(Filename:

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

Load(Texture): Squad/Flags/esa_dark_blue

(Filename:

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

Load(Texture): Squad/Flags/esa_grey

(Filename:

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

Load(Texture): Squad/Flags/esa_negative

(Filename:

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

Load(Texture): Squad/Flags/esa_white

(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/PartList/SimpleIcons/fuels_monopropellant

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/fuels_oxidizer

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/fuels_solidfuel

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/fuels_xenongas

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/number1

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/number2

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/number3

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/number4

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/number5

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/number6

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/number7

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/number8

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/number9

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_advaerodynamics

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_advancedmotors

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_advconstruction

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_advelectrics

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_advexploration

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_advflightcontrol

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_advlanding

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_advmetalworks

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_advrocketry

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_advsciencetech

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_advunmanned

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_aerodynamicsystems

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_aerospacetech

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_automation

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_basicprobes

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_basicrocketry

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_composites

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_electrics

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_electronics

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_evatech

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_experimental_aerodynamics

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_experimental_electrics

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_experimental_motors

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_experimental_rocketry

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_experimentalscience

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_fieldscience

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_flightcontrol

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_fuelsystems

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_generalconstruction

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_generalrocketry

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_generic

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_heavierrocketry

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_heavyaerodynamics

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_heavyrocketry

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_highaltitudeflight

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_highaltitudepropulsion

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_hypersonicflight

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_ionpropulsion

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_landing

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_largecontrol

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_largeelectrics

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_largeprobes

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_metamaterials

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_nanolathing

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_nuclearpropulsion

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_precisionengineering

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_robotics

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_sciencetech

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_specializedconstruction

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_specializedcontrol

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_specializedelectronics

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_stability

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_start

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_supersonicflight

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_survivability

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_unmannedtech

(Filename:

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

Load(Texture): Squad/PartList/SimpleIcons/R&D_node_icon_veryheavyrocketry

(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/aerodynamicNoseCone/Nosecone

(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/protectiveRocketNoseMk7/model000

(Filename:

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

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

(Filename:

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

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

(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/tailConnector/model000

(Filename:

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

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

(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/wingletAV-R8/model000

(Filename:

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

Load(Texture): Squad/Parts/Aero/wingletAV-R8/model001

(Filename:

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

Load(Texture): Squad/Parts/Aero/wingletAV-T1/model000

(Filename:

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

Load(Texture): Squad/Parts/Aero/wingletAV-T1/model001

(Filename:

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

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

(Filename:

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

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

(Filename:

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

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

(Filename:

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

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

(Filename:

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

Load(Texture): Squad/Parts/Command/cupola/ksp_I_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/externalCommandSeat/model000

(Filename:

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

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

(Filename:

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

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

(Filename:

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

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

(Filename:

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

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

(Filename:

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

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

(Filename:

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

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

(Filename:

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

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

(Filename:

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

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

(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/mk1Cockpit/mk1Cockpit

(Filename:

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

Load(Texture): Squad/Parts/Command/mk1InlineCockpit/CockpitDiffuse

(Filename:

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

Load(Texture): Squad/Parts/Command/mk1InlineCockpit/CockpitNRM2

(Filename:

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

Load(Texture): Squad/Parts/Command/mk1InlineCockpit/ladder

(Filename:

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

Load(Texture): Squad/Parts/Command/mk1InlineCockpit/window

(Filename:

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

Load(Texture): Squad/Parts/Command/mk1LanderCan/ksp_s_landerCan_diff

(Filename:

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

Load(Texture): Squad/Parts/Command/mk1LanderCan/ksp_s_landerCan_normal

(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/mk2LanderCan/ladder

(Filename:

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

Load(Texture): Squad/Parts/Command/mk2LanderCan/outershell

(Filename:

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

Load(Texture): Squad/Parts/Command/mk2LanderCan/outershell_n

(Filename:

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

Load(Texture): Squad/Parts/Command/mk2LanderCan/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/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/probeStackSphere/model000

(Filename:

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

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

(Filename:

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

Load(Texture): Squad/Parts/CompoundParts/fuelLine/model000

(Filename:

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

Load(Texture): Squad/Parts/CompoundParts/strutConnector/model000

(Filename:

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

Load(Texture): Squad/Parts/Electrical/1x6ShroudSolarPanels/model000

(Filename:

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

Load(Texture): Squad/Parts/Electrical/1x6ShroudSolarPanels/model001

(Filename:

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

Load(Texture): Squad/Parts/Electrical/1x6ShroudSolarPanels/model002

(Filename:

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

Load(Texture): Squad/Parts/Electrical/1x6SolarPanels/model000

(Filename:

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

Load(Texture): Squad/Parts/Electrical/1x6SolarPanels/model001

(Filename:

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

Load(Texture): Squad/Parts/Electrical/1x6SolarPanels/model002

(Filename:

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

Load(Texture): Squad/Parts/Electrical/2x3ShroudSolarPanels/model000

(Filename:

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

Load(Texture): Squad/Parts/Electrical/2x3ShroudSolarPanels/model001

(Filename:

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

Load(Texture): Squad/Parts/Electrical/2x3ShroudSolarPanels/model002

(Filename:

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

Load(Texture): Squad/Parts/Electrical/2x3SolarPanels/model000

(Filename:

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

Load(Texture): Squad/Parts/Electrical/2x3SolarPanels/model001

(Filename:

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

Load(Texture): Squad/Parts/Electrical/2x3SolarPanels/model002

(Filename:

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

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

(Filename:

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

Load(Texture): Squad/Parts/Electrical/radialFlatSolarPanel/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/z-100Battery/model000

(Filename:

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

Load(Texture): Squad/Parts/Electrical/z-1kBattery/model000

(Filename:

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

Load(Texture): Squad/Parts/Electrical/z-1kBattery/model001

(Filename:

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

Load(Texture): Squad/Parts/Electrical/z-200Battery/ksp_m_batteryPack_diff

(Filename:

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

Load(Texture): Squad/Parts/Electrical/z-400Battery/model000

(Filename:

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

Load(Texture): Squad/Parts/Electrical/z-4kBattery/ksp_l_batteryPack_diff

(Filename:

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

Load(Texture): Squad/Parts/Electrical/z-4kBattery/ksp_l_batteryPack_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/jetEngineBasic/model000

(Filename:

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

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

(Filename:

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

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

(Filename:

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

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

(Filename:

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

Load(Texture): Squad/Parts/Engine/liquidEngine24-77/model000

(Filename:

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

Load(Texture): Squad/Parts/Engine/liquidEngine48-7S/ksp_m_liquidEngine_diff

(Filename:

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

Load(Texture): Squad/Parts/Engine/liquidEngine48-7S/ksp_m_liquidEngine_norm

(Filename:

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

Load(Texture): Squad/Parts/Engine/liquidEngine48-7S/ksp_m_liquidFuelEngine_fairing_norm

(Filename:

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

Load(Texture): Squad/Parts/Engine/liquidEngine48-7S/ksp_m_liquidFuelEngine_fairing_psd

(Filename:

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

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

(Filename:

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

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

(Filename:

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

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

(Filename:

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

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

(Filename:

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

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

(Filename:

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

Load(Texture): Squad/Parts/Engine/liquidEngineLV-1R/ksp_r_microEngine_diff

(Filename:

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

Load(Texture): Squad/Parts/Engine/liquidEngineLV-909/bigfairing

(Filename:

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

Load(Texture): Squad/Parts/Engine/liquidEngineLV-909/engine3

(Filename:

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

Load(Texture): Squad/Parts/Engine/liquidEngineLV-909/engine3_emissive

(Filename:

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

Load(Texture): Squad/Parts/Engine/liquidEngineLV-909/engine3_n

(Filename:

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

Load(Texture): Squad/Parts/Engine/liquidEngineLV-N/model000

(Filename:

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

Load(Texture): Squad/Parts/Engine/liquidEngineLV-N/model001

(Filename:

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

Load(Texture): Squad/Parts/Engine/liquidEngineLV-N/model002

(Filename:

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

Load(Texture): Squad/Parts/Engine/liquidEngineLV-N/model003

(Filename:

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

Load(Texture): Squad/Parts/Engine/liquidEngineLV-T30/model000

(Filename:

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

Load(Texture): Squad/Parts/Engine/liquidEngineLV-T30/model001

(Filename:

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

Load(Texture): Squad/Parts/Engine/liquidEngineLV-T30/model002

(Filename:

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

Load(Texture): Squad/Parts/Engine/liquidEngineLV-T30/model003

(Filename:

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

Load(Texture): Squad/Parts/Engine/liquidEngineLV-T30/model004

(Filename:

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

Load(Texture): Squad/Parts/Engine/liquidEngineLV-T45/model000

(Filename:

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

Load(Texture): Squad/Parts/Engine/liquidEngineLV-T45/model001

(Filename:

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

Load(Texture): Squad/Parts/Engine/liquidEngineLV-T45/model002

(Filename:

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

Load(Texture): Squad/Parts/Engine/liquidEngineLV-T45/model003

(Filename:

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

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

(Filename:

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

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

(Filename:

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

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

(Filename:

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

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

(Filename:

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

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

(Filename:

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

Load(Texture): Squad/Parts/Engine/liquidEngineMk55/model000

(Filename:

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

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

(Filename:

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

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

(Filename:

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

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

(Filename:

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

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

(Filename:

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

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

(Filename:

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

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

(Filename:

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

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

(Filename:

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

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

(Filename:

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

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

(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/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/solidBoosterBACC/model000

(Filename:

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

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

(Filename:

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

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

(Filename:

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

Load(Texture): Squad/Parts/Engine/solidBoosterRT-10/model000

(Filename:

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

Load(Texture): Squad/Parts/Engine/solidBoosterRT-10/model001

(Filename:

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

Load(Texture): Squad/Parts/Engine/solidBoosterRT-10/model002

(Filename:

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

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

(Filename:

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

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

(Filename:

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

Load(Texture): Squad/Parts/FuelTank/adaptorTanks/Mk3Adaptors

(Filename:

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

Load(Texture): Squad/Parts/FuelTank/fuelTankJumbo-64/model000

(Filename:

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

Load(Texture): Squad/Parts/FuelTank/fuelTankJumbo-64/model001

(Filename:

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

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

(Filename:

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

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

(Filename:

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

Load(Texture): Squad/Parts/FuelTank/fuelTankT100/tank4

(Filename:

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

Load(Texture): Squad/Parts/FuelTank/fuelTankT200/tank3

(Filename:

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

Load(Texture): Squad/Parts/FuelTank/fuelTankT200/tank3_n

(Filename:

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

Load(Texture): Squad/Parts/FuelTank/fuelTankT400/model000

(Filename:

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

Load(Texture): Squad/Parts/FuelTank/fuelTankT400/model001

(Filename:

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

Load(Texture): Squad/Parts/FuelTank/fuelTankT800/model000

(Filename:

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

Load(Texture): Squad/Parts/FuelTank/fuelTankT800/model001

(Filename:

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

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

(Filename:

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

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

(Filename:

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

Load(Texture): Squad/Parts/FuelTank/fuelTankX200-16/model000

(Filename:

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

Load(Texture): Squad/Parts/FuelTank/fuelTankX200-16/model001

(Filename:

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

Load(Texture): Squad/Parts/FuelTank/fuelTankX200-32/model000

(Filename:

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

Load(Texture): Squad/Parts/FuelTank/fuelTankX200-32/model001

(Filename:

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

Load(Texture): Squad/Parts/FuelTank/fuelTankX200-8/model000

(Filename:

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

Load(Texture): Squad/Parts/FuelTank/fuelTankX200-8/model001

(Filename:

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

Load(Texture): Squad/Parts/FuelTank/RCSFuelTankR1/model000

(Filename:

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

Load(Texture): Squad/Parts/FuelTank/RCSFuelTankR1/model001

(Filename:

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

Load(Texture): Squad/Parts/FuelTank/RCSFuelTankR10/ksp_m_rcsTank_diff

(Filename:

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

Load(Texture): Squad/Parts/FuelTank/RCSFuelTankR10/ksp_m_rcsTank_normal

(Filename:

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

Load(Texture): Squad/Parts/FuelTank/RCSFuelTankR25/model000

(Filename:

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

Load(Texture): Squad/Parts/FuelTank/RCSFuelTankR25/model001

(Filename:

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

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

(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/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/Mk1/mk1fuselage

(Filename:

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

Load(Texture): Squad/Parts/Mk1/mk1fuselageFuel

(Filename:

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

Load(Texture): Squad/Parts/Mk3/Mk3CargoBay/Mk3CargoBay

(Filename:

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

Load(Texture): Squad/Parts/Mk3/Mk3Cockpit_Shuttle/Mk3CockpitShuttle

(Filename:

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

Load(Texture): Squad/Parts/Mk3/Mk3Cockpit_Shuttle/Mk3CockpitShuttle_LUM

(Filename:

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

Load(Texture): Squad/Parts/Mk3/Mk3Fuselage/Mk3Fuselage

(Filename:

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

Load(Texture): Squad/Parts/Mk3/Mk3Fuselage/Mk3Fuselage OUT OF DATE

(Filename:

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

Load(Texture): Squad/Parts/Mk3/Mk3Fuselage/Mk3Fuselage

(Filename:

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

Load(Texture): Squad/Parts/Mk3/Mk3Fuselage/Mk3Fuselage_LUM

(Filename:

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

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

(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/adaptersLargeSmallBi/ksp_I_biAdapter_diff

(Filename:

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

Load(Texture): Squad/Parts/Structural/adaptersLargeSmallQuad/ksp_I_quadAdapter_diff

(Filename:

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

Load(Texture): Squad/Parts/Structural/adaptersLargeSmallTri/ksp_I_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/engineBodyRadial/C1EB_NRM

(Filename:

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

Load(Texture): Squad/Parts/Structural/engineBodyRadial/C7A_EngineBody_F1_COLOR copy

(Filename:

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

Load(Texture): Squad/Parts/Structural/engineNacelle/model000

(Filename:

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

Load(Texture): Squad/Parts/Structural/engineNacelle/model001

(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/structuralBeam200/model000

(Filename:

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

Load(Texture): Squad/Parts/Structural/structuralBeam200Pocket/model000

(Filename:

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

Load(Texture): Squad/Parts/Structural/structuralBeam650/model000

(Filename:

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

Load(Texture): Squad/Parts/Structural/structuralMicronode/model000

(Filename:

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

Load(Texture): Squad/Parts/Structural/structuralPanel1x1/model000

(Filename:

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

Load(Texture): Squad/Parts/Structural/structuralPanel1x1/model001

(Filename:

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

Load(Texture): Squad/Parts/Structural/structuralPanel2x2/model000

(Filename:

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

Load(Texture): Squad/Parts/Structural/structuralPanel2x2/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/strutCubicOcto/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/trussGirderAdapter/model000

(Filename:

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

Load(Texture): Squad/Parts/Structural/trussGirderAdapter/model001

(Filename:

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

Load(Texture): Squad/Parts/Structural/trussGirderL/model000

(Filename:

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

Load(Texture): Squad/Parts/Structural/trussGirderXL/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/airIntakeRadialXM-G50/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/commDish88-88/comm_dish_array

(Filename:

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

Load(Texture): Squad/Parts/Utility/commDish88-88/comm_dish_v2_diff

(Filename:

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

Load(Texture): Squad/Parts/Utility/commDish88-88/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/commsAntennaDTS-M1/mediumDishAntenna

(Filename:

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

Load(Texture): Squad/Parts/Utility/commsAntennaDTS-M1/mediumDishAntenna_Emit

(Filename:

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

Load(Texture): Squad/Parts/Utility/commsDish16/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/decouplerRadialHDM/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/decouplerRadialTT-38K/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/decouplerRadialTT-38K/model001

(Filename:

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

Load(Texture): Squad/Parts/Utility/decouplerRadialTT-70/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/decouplerSeparatorTR-18D/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/decouplerSeparatorTR-18D/model001

(Filename:

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

Load(Texture): Squad/Parts/Utility/decouplerSeparatorTR-2C/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/decouplerSeparatorTR-XL/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/decouplerStack2m/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/decouplerStack2m/model001

(Filename:

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

Load(Texture): Squad/Parts/Utility/decouplerStackTR-18A/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/decouplerStackTR-18A/model001

(Filename:

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

Load(Texture): Squad/Parts/Utility/decouplerStackTR-2V/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/dockingPort/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/dockingPort/model001

(Filename:

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

Load(Texture): Squad/Parts/Utility/dockingPortInline/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/dockingPortInline/model001

(Filename:

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

Load(Texture): Squad/Parts/Utility/dockingPortInline/model002

(Filename:

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

Load(Texture): Squad/Parts/Utility/dockingPortJr/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/dockingPortJr/model001

(Filename:

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

Load(Texture): Squad/Parts/Utility/dockingPortShielded/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/dockingPortShielded/model001

(Filename:

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

Load(Texture): Squad/Parts/Utility/dockingPortShielded/model002

(Filename:

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

Load(Texture): Squad/Parts/Utility/dockingPortSr/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/dockingPortSr/model001

(Filename:

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

Load(Texture): Squad/Parts/Utility/ladderRadial/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/ladderTelescopic/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/ladderTelescopic/model001

(Filename:

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

Load(Texture): Squad/Parts/Utility/ladderTelescopic/model002

(Filename:

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

Load(Texture): Squad/Parts/Utility/ladderTelescopicBay/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/ladderTelescopicBay/model001

(Filename:

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

Load(Texture): Squad/Parts/Utility/landingLegLT-1/ksp_r_landingStrut_diff

(Filename:

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

Load(Texture): Squad/Parts/Utility/landingLegLT-2/landingLeg

(Filename:

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

Load(Texture): Squad/Parts/Utility/landingLegLT-5/leg

(Filename:

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

Load(Texture): Squad/Parts/Utility/landingLegLT-5/model000

(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/largeAdapterShort/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/parachuteMk1/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/parachuteMk1/model001

(Filename:

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

Load(Texture): Squad/Parts/Utility/parachuteMk16-XL/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/parachuteMk16-XL/model001

(Filename:

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

Load(Texture): Squad/Parts/Utility/parachuteMk2-R/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/parachuteMk2-R/model001

(Filename:

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

Load(Texture): Squad/Parts/Utility/parachuteMk25/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/parachuteMk25/model001

(Filename:

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

Load(Texture): Squad/Parts/Utility/radialAttachmentPoint/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/radialAttachmentPoint/model001

(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/rcsBlockRV-105/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/spotLightMk1/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/spotLightMk1/model001

(Filename:

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

Load(Texture): Squad/Parts/Utility/spotLightMk2/model000

(Filename:

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

Load(Texture): Squad/Parts/Utility/spotLightMk2/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/stackQuadCoupler/ksp_s_quadCoupler_diff

(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/Wheel/roverWheelM1/model000

(Filename:

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

Load(Texture): Squad/Parts/Wheel/roverWheelS2/model000

(Filename:

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

Load(Texture): Squad/Parts/Wheel/roverWheelS2/model001

(Filename:

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

Load(Texture): Squad/Parts/Wheel/roverWheelTR-2L/model000

(Filename:

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

Load(Texture): Squad/Parts/Wheel/roverWheelTR-2L/model001

(Filename:

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

Load(Texture): Squad/Parts/Wheel/roverWheelTR-2L/model002

(Filename:

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

Load(Texture): Squad/Parts/Wheel/roverWheelTR-2L/model003

(Filename:

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

Load(Texture): Squad/Parts/Wheel/roverWheelXL3/model000

(Filename:

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

Load(Texture): Squad/Parts/Wheel/roverWheelXL3/model001

(Filename:

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

Load(Texture): Squad/Parts/Wheel/roverWheelXL3/model002

(Filename:

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

Load(Texture): Squad/Parts/Wheel/roverWheelXL3/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/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/IVANavBall/Arrows8dir

(Filename:

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

Load(Texture): Squad/Props/IVANavBall/IVANavBall

(Filename:

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

Load(Texture): Squad/Props/IVANavBall/ManeuverNode_vectors

(Filename:

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

Load(Texture): Squad/Props/IVANavBall/navball2

(Filename:

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

Load(Texture): Squad/Props/IVANavBall/navBall_DV_IVA

(Filename:

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

Load(Texture): Squad/Props/IVANavBall/navBall_vectors_IVA

(Filename:

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

Load(Texture): Squad/Props/ledPanelSpeed/model000

(Filename:

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

Load(Texture): Squad/Props/ledPanelSpeed/model001

(Filename:

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

Load(Texture): Squad/Props/NavBall/model000

(Filename:

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

Load(Texture): Squad/Props/NavBall/model001

(Filename:

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

Load(Texture): Squad/Props/NavBall/model002

(Filename:

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

Load(Texture): Squad/Props/NavBall/model003

(Filename:

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

Load(Texture): Squad/Props/pullSwitch/model000

(Filename:

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

Load(Texture): Squad/Props/pullSwitch/model001

(Filename:

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

Load(Texture): Squad/Props/radarAltitude/model000

(Filename:

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

Load(Texture): Squad/Props/squareButton/model000

(Filename:

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

Load(Texture): Squad/Props/standingSwitch/model000

(Filename:

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

Load(Texture): Squad/Props/standingSwitch/model001

(Filename:

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

Load(Texture): Squad/Props/switch/model000

(Filename:

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

Load(Texture): Squad/Props/switchGuard/model000

(Filename:

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

Load(Texture): Squad/Props/switchWithGuards/model000

(Filename:

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

Load(Texture): Squad/Props/switchWithGuards/model001

(Filename:

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

Load(Texture): Squad/Props/switchWithGuards/model002

(Filename:

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

Load(Texture): Squad/Props/throttle/model000

(Filename:

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

Load(Texture): Squad/Props/throttle/model001

(Filename:

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

Load(Texture): Squad/Props/VSI/model000

(Filename:

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

Load(Texture): Squad/Spaces/crewCabinInternals/model000

(Filename:

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

Load(Texture): Squad/Spaces/crewCabinInternals/model001

(Filename:

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

Load(Texture): Squad/Spaces/crewCabinInternals/model002

(Filename:

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

Load(Texture): Squad/Spaces/crewCabinInternals/model003

(Filename:

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

Load(Texture): Squad/Spaces/crewCabinInternals/model004

(Filename:

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

Load(Texture): Squad/Spaces/crewCabinInternals/model005

(Filename:

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

Load(Texture): Squad/Spaces/cupolaInternal/ksp_I_cupola_internal_diff

(Filename:

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

Load(Texture): Squad/Spaces/cupolaInternal/ksp_I_cupola_internal_normal

(Filename:

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

Load(Texture): Squad/Spaces/cupolaInternal/ksp_I_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)

DynamicHeapAllocator out of memory - Could not get memory for large allocationCould not allocate memory: System out of memory!

Trying to allocate: 22369620B with 4 alignment. MemoryLabel: NewDelete

Allocation happend at: Line:0 in Overloaded New[]

Memory overview

[ALLOC_DEFAULT] used: 256458895B | peak: 0B | reserved: 267548368B

[ALLOC_GFX] used: 131825471B | peak: 0B | reserved: 159638172B

[ALLOC_CACHEOBJECTS] used: 222888B | peak: 0B | reserved: 12582912B

[ALLOC_TYPETREE] used: 0B | peak: 0B | reserved: 0B

[ALLOC_PROFILER] used: 117936B | peak: 0B | reserved: 8388608B

Could not allocate memory: System out of memory!

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Allocation happend at: Line:0 in Overloaded New[]

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[ALLOC_PROFILER] used: 117936B | peak: 0B | reserved: 8388608B

(Filename: Line: 909)

Crash!!!

SymInit: Symbol-SearchPath: '.;C:\Kerbal Space Program;C:\Kerbal Space

Program;C:\Windows;C:\Windows\system32;SRV*C:\websymbols*http://msdl.microsoft.com/download/symbols;', symOptions: 530, UserName: 'Adam'

OS-Version: 6.2.9200 () 0x300-0x1

C:\Kerbal Space Program\KSP.exe:KSP.exe (00E50000), size: 12214272 (result: 0), SymType: '-exported-', PDB: 'C:\Kerbal Space Program\KSP.exe', fileVersion: 4.5.5.37569

C:\Windows\SYSTEM32\ntdll.dll:ntdll.dll (77180000), size: 1445888 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\ntdll.dll', fileVersion: 6.3.9600.17278

C:\Windows\system32\KERNEL32.DLL:KERNEL32.DLL (75CB0000), size: 1019904 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\KERNEL32.DLL', fileVersion: 6.3.9600.17056

C:\Windows\system32\KERNELBASE.dll:KERNELBASE.dll (73EC0000), size: 860160 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\KERNELBASE.dll', fileVersion: 6.3.9600.17278

C:\Windows\system32\apphelp.dll:apphelp.dll (72DD0000), size: 626688 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\apphelp.dll', fileVersion: 6.3.9600.17031

C:\Windows\AppPatch\AcLayers.DLL:AcLayers.DLL (79030000), size: 2564096 (result: 0),

SymType: '-exported-', PDB: 'C:\Windows\AppPatch\AcLayers.DLL', fileVersion: 6.3.9600.16384

C:\Windows\system32\msvcrt.dll:msvcrt.dll (75FE0000), size: 778240 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\msvcrt.dll', fileVersion: 7.0.9600.16384

C:\Windows\system32\USER32.dll:USER32.dll (76250000), size: 1355776 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\USER32.dll', fileVersion: 6.3.9600.17238

C:\Windows\system32\GDI32.dll:GDI32.dll (75DD0000), size: 1085440 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\GDI32.dll', fileVersion: 6.3.9600.17246

C:\Windows\system32\SHELL32.dll:SHELL32.dll (74400000), size: 18575360 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\SHELL32.dll', fileVersion: 6.3.9600.17331

C:\Windows\system32\SHLWAPI.dll:SHLWAPI.dll (75A30000), size: 266240 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\SHLWAPI.dll', fileVersion: 6.3.9600.16384

C:\Windows\system32\OLEAUT32.dll:OLEAUT32.dll (757E0000), size: 610304 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\OLEAUT32.dll', fileVersion: 6.3.9600.17403

C:\Windows\SYSTEM32\MPR.dll:MPR.dll (64F90000), size: 81920 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\MPR.dll', fileVersion: 6.3.9600.16384

C:\Windows\system32\SETUPAPI.dll:SETUPAPI.dll (75880000), size: 1757184 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\SETUPAPI.dll', fileVersion: 6.3.9600.17031

C:\Windows\SYSTEM32\sfc.dll:sfc.dll (68880000), size: 12288 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\sfc.dll', fileVersion: 6.3.9600.16384

C:\Windows\SYSTEM32\WINSPOOL.DRV:WINSPOOL.DRV (70CD0000), size: 385024 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\WINSPOOL.DRV', fileVersion: 6.3.9600.17238

C:\Windows\system32\RPCRT4.dll:RPCRT4.dll (75BE0000), size: 802816 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\RPCRT4.dll', fileVersion: 6.3.9600.17216

C:\Windows\SYSTEM32\combase.dll:combase.dll (76100000), size: 1368064 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\combase.dll', fileVersion: 6.3.9600.17031

C:\Windows\system32\CFGMR32.dll:CFGMR32.dll (74200000), size: 237568 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\CFGMR32.dll', fileVersion: 6.3.9600.16384

C:\Windows\SYSTEM32\sfc_os.DLL:sfc_os.DLL (68870000), size: 53248 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\sfc_os.DLL', fileVersion: 6.3.9600.16384

C:\Windows\system32\IMM32.DLL:IMM32.DLL (755C0000), size: 151552 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\IMM32.DLL', fileVersion: 6.3.9600.17031

C:\Windows\system32\MSCTF.dll:MSCTF.dll (75EE0000), size: 1011712 (result: 0), SymType:

'-exported-', PDB: 'C:\Windows\system32\MSCTF.dll', fileVersion: 6.3.9600.17031
C:\Windows\SYSTEM32\HID.DLL:HID.DLL (732E0000), size: 40960 (result: 0), SymType: '-
exported-', PDB: 'C:\Windows\SYSTEM32\HID.DLL', fileVersion: 6.3.9600.16384
C:\Windows\system32\WS2_32.dll:WS2_32.dll (75790000), size: 315392 (result: 0), SymType:
'-exported-', PDB: 'C:\Windows\system32\WS2_32.dll', fileVersion: 6.3.9600.16384
C:\Windows\SYSTEM32\VERSION.dll:VERSION.dll (715C0000), size: 32768 (result: 0),
SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\VERSION.dll', fileVersion:
6.3.9600.16384
C:\Windows\system32\ole32.dll:ole32.dll (75AC0000), size: 1097728 (result: 0), SymType: '-
exported-', PDB: 'C:\Windows\system32\ole32.dll', fileVersion: 6.3.9600.17042
C:\Windows\system32\ADVAPI32.dll:ADVAPI32.dll (755F0000), size: 491520 (result: 0),
SymType: '-exported-', PDB: 'C:\Windows\system32\ADVAPI32.dll', fileVersion:
6.3.9600.17031
C:\Windows\SYSTEM32\OPENGL32.dll:OPENGL32.dll (5EC70000), size: 868352 (result: 0),
SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\OPENGL32.dll', fileVersion:
6.3.9600.16384
C:\Windows\SYSTEM32\WINMM.dll:WINMM.dll (715A0000), size: 131072 (result: 0),
SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\WINMM.dll', fileVersion:
6.3.9600.17078
C:\Windows\SYSTEM32\MSACM32.dll:MSACM32.dll (6D3A0000), size: 86016 (result: 0),
SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\MSACM32.dll', fileVersion:
6.3.9600.16384
C:\Windows\SYSTEM32\DNSAPI.dll:DNSAPI.dll (73690000), size: 507904 (result: 0),
SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\DNSAPI.dll', fileVersion:
6.3.9600.17039
C:\Windows\SYSTEM32\IPHLPAPI.DLL:IPHLPAPI.DLL (6E260000), size: 122880 (result: 0),
SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\IPHLPAPI.DLL', fileVersion:
6.3.9600.16384
C:\Windows\SYSTEM32\WINHTTP.dll:WINHTTP.dll (6DD90000), size: 606208 (result: 0),
SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\WINHTTP.dll', fileVersion:
6.3.9600.16384
C:\Windows\system32\NSI.dll:NSI.dll (743F0000), size: 28672 (result: 0), SymType: '-
exported-', PDB: 'C:\Windows\system32\NSI.dll', fileVersion: 6.3.9600.16384
C:\Windows\SYSTEM32\sechost.dll:sechost.dll (75A80000), size: 253952 (result: 0),
SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\sechost.dll', fileVersion: 6.3.9600.16384
C:\Windows\SYSTEM32\GLU32.dll:GLU32.dll (70780000), size: 147456 (result: 0), SymType:
'-exported-', PDB: 'C:\Windows\SYSTEM32\GLU32.dll', fileVersion: 6.3.9600.16384
C:\Windows\SYSTEM32\DDRAW.dll:DDRAW.dll (64FB0000), size: 946176 (result: 0),
SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\DDRAW.dll', fileVersion:

6.3.9600.16384

C:\Windows\SYSTEM32\WINMMBASE.dll:WINMMBASE.dll (71570000), size: 131072 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\WINMMBASE.dll', fileVersion:

6.3.9600.17080

C:\Windows\SYSTEM32\WINNSI.DLL:WINNSI.DLL (6E2D0000), size: 32768 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\WINNSI.DLL', fileVersion:

6.3.9600.16384

C:\Windows\SYSTEM32\DCIMAN32.dll:DCIMAN32.dll (64F80000), size: 28672 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\DCIMAN32.dll', fileVersion:

6.3.9600.16384

C:\Windows\SYSTEM32\DEVOBJ.dll:DEVOBJ.dll (73000000), size: 126976 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\DEVOBJ.dll', fileVersion:

6.3.9600.16384

C:\Program Files\AVG\AVG2015\avghookx.dll:avghookx.dll (642D0000), size: 503808 (result: 0), SymType: '-nosymbols-', PDB: 'C:\Program Files\AVG\AVG2015\avghookx.dll', fileVersion:

15.0.0.5645

C:\Windows\SYSTEM32\shcore.dll:shcore.dll (75670000), size: 483328 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\shcore.dll', fileVersion: 6.3.9600.17238

C:\Kerbal Space Program\KSP_Data\Mono\mono.dll:mono.dll (10000000), size: 2289664

(result: 0), SymType: '-exported-', PDB: 'C:\Kerbal Space Program\KSP_Data\Mono\mono.dll'

C:\Windows\system32\PSAPI.DLL:PSAPI.DLL (75BD0000), size: 24576 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\PSAPI.DLL', fileVersion: 6.3.9600.16384

C:\Windows\SYSTEM32\MSWSOCK.dll:MSWSOCK.dll (73820000), size: 282624 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\MSWSOCK.dll', fileVersion:

6.3.9600.16384

C:\Windows\SYSTEM32\kernel.appcore.dll:kernel.appcore.dll (73030000), size: 36864 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\kernel.appcore.dll', fileVersion:

6.3.9600.16384

C:\Windows\SYSTEM32\CRYPTBASE.dll:CRYPTBASE.dll (73D00000), size: 36864 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\CRYPTBASE.dll', fileVersion:

6.3.9600.16384

C:\Windows\SYSTEM32\bcryptPrimitives.dll:bcryptPrimitives.dll (73CA0000), size: 335872 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\bcryptPrimitives.dll', fileVersion: 6.3.9600.17120

C:\Windows\system32\uxtheme.dll:uxtheme.dll (72F10000), size: 921600 (result: 0),

SymType: '-exported-', PDB: 'C:\Windows\system32\uxtheme.dll', fileVersion: 6.3.9600.17031

C:\Windows\system32\dwmapi.dll:dwmapi.dll (728F0000), size: 98304 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\dwmapi.dll', fileVersion: 6.3.9600.17238

C:\Windows\SYSTEM32\d3d9.dll:d3d9.dll (64DC0000), size: 1802240 (result: 0), SymType: '-'

exported-', PDB: 'C:\Windows\SYSTEM32\d3d9.dll', fileVersion: 6.3.9600.17095
C:\Windows\SYSTEM32\nvd3dum.dll:nvd3dum.dll (50890000), size: 16850944 (result: 0),
SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\nvd3dum.dll', fileVersion: 9.18.13.4475
C:\Windows\system32\nvspcap.dll:nvspcap.dll (04E00000), size: 2211840 (result: 0),
SymType: '-exported-', PDB: 'C:\Windows\system32\nvspcap.dll', fileVersion: 16.18.9.0
C:\Windows\system32\powrprof.dll:powrprof.dll (73DF0000), size: 253952 (result: 0),
SymType: '-exported-', PDB: 'C:\Windows\system32\powrprof.dll', fileVersion: 6.3.9600.17031
C:\Windows\SYSTEM32\MMDevAPI.DLL:MMDevAPI.DLL (71130000), size: 303104 (result:
0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\MMDevAPI.DLL', fileVersion:
6.3.9600.17031
C:\Windows\SYSTEM32\wdmaud.drv:wdmaud.drv (62BE0000), size: 212992 (result: 0),
SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\wdmaud.drv', fileVersion:
6.3.9600.16384
C:\Windows\SYSTEM32\ksuser.dll:ksuser.dll (6EE10000), size: 28672 (result: 0), SymType: '-
exported-', PDB: 'C:\Windows\SYSTEM32\ksuser.dll', fileVersion: 6.3.9600.16384
C:\Windows\SYSTEM32\AVRT.dll:AVRT.dll (71560000), size: 36864 (result: 0), SymType: '-
exported-', PDB: 'C:\Windows\SYSTEM32\AVRT.dll', fileVersion: 6.3.9600.16384
C:\Windows\SYSTEM32\AUDIOSES.DLL:AUDIOSES.DLL (64350000), size: 393216 (result:
0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\AUDIOSES.DLL', fileVersion:
6.3.9600.17415
C:\Windows\SYSTEM32\msacm32.drv:msacm32.drv (6E520000), size: 36864 (result: 0),
SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\msacm32.drv', fileVersion:
6.3.9600.16384
C:\Windows\SYSTEM32\midimap.dll:midimap.dll (6E4B0000), size: 32768 (result: 0),
SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\midimap.dll', fileVersion:
6.3.9600.16384
C:\Windows\SYSTEM32\dsound.dll:dsound.dll (5EE20000), size: 495616 (result: 0),
SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\dsound.dll', fileVersion: 6.3.9600.16384
C:\Windows\SYSTEM32\clbcatq.dll:clbcatq.dll (763A0000), size: 512000 (result: 0), SymType:
'-exported-', PDB: 'C:\Windows\SYSTEM32\clbcatq.dll', fileVersion: 2001.12.10530.16384
C:\Windows\SYSTEM32\xinput1_3.dll:xinput1_3.dll (00400000), size: 90112 (result: 0),
SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\xinput1_3.dll', fileVersion: 9.18.944.0
C:\Windows\SYSTEM32\CRYPTSP.dll:CRYPTSP.dll (73880000), size: 98304 (result: 0),
SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\CRYPTSP.dll', fileVersion:
6.3.9600.16384
C:\Windows\system32\rsaenh.dll:rsaenh.dll (734C0000), size: 192512 (result: 0), SymType: '-
exported-', PDB: 'C:\Windows\system32\rsaenh.dll', fileVersion: 6.3.9600.17200
C:\Windows\SYSTEM32\bcrypt.dll:bcrypt.dll (73A80000), size: 126976 (result: 0), SymType: '-
exported-', PDB: 'C:\Windows\SYSTEM32\bcrypt.dll', fileVersion: 6.3.9600.17031

C:\Windows\system32\wbem\wbemprox.dll:wbemprox.dll (68900000), size: 49152 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\wbem\wbemprox.dll', fileVersion: 6.3.9600.17114

C:\Windows\SYSTEM32\wbemcomn.dll:wbemcomn.dll (68890000), size: 397312 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\wbemcomn.dll', fileVersion: 6.3.9600.16384

C:\Windows\system32\wbem\wbemsvc.dll:wbemsvc.dll (64900000), size: 65536 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\wbem\wbemsvc.dll', fileVersion: 6.3.9600.17114

C:\Windows\system32\wbem\fastprox.dll:fastprox.dll (64910000), size: 700416 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\system32\wbem\fastprox.dll', fileVersion: 6.3.9600.16384

C:\Windows\SYSTEM32\dhcpcsvc6.DLL:dhcpcsvc6.DLL (6E240000), size: 73728 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\dhcpcsvc6.DLL', fileVersion: 6.3.9600.17111

C:\Windows\SYSTEM32\dhcpcsvc.DLL:dhcpcsvc.DLL (6DAF0000), size: 77824 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\dhcpcsvc.DLL', fileVersion: 6.3.9600.17111

C:\Windows\SYSTEM32\dbghelp.dll:dbghelp.dll (78BD0000), size: 1343488 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\dbghelp.dll', fileVersion: 6.3.9600.16520

C:\Windows\SYSTEM32\SspiCli.dll:SspiCli.dll (07E00000), size: 139264 (result: 0), SymType: '-exported-', PDB: 'C:\Windows\SYSTEM32\SspiCli.dll', fileVersion: 6.3.9600.16408

===== OUTPUTING STACK TRACE =====

(0x012DECD4) (KSP): (filename not available):

AnimationEvent::Transfer<StreamedBinaryRead<1> > + 0x149f64

(0x00F6AFC9) (KSP): (filename not available): Behaviour::Transfer<StreamedBinaryWrite<0> > + 0x2fba9

(0x00F7AE47) (KSP): (filename not available): Behaviour::Transfer<StreamedBinaryWrite<0> > + 0x3fa27

(0x00F7C29A) (KSP): (filename not available): Behaviour::Transfer<StreamedBinaryWrite<0> > + 0x40e7a

(0x0109C620) (KSP): (filename not available): Behaviour::Transfer<StreamedBinaryWrite<0> > + 0x161200

(0x03EF1154) (Mono JIT code): (filename not available): (wrapper managed-to-native)

UnityEngine.Texture2D:INTERNAL_CALL_Compress (UnityEngine.Texture2D,bool) + 0x2c (03EF1128 03EF116F) [037E4E70 - Unity Root Domain] + 0x0

(0x03EF1116) (Mono JIT code): (filename not available): UnityEngine.Texture2D:Compress (bool) + 0x16 (03EF1100 03EF111B) [037E4E70 - Unity Root Domain] + 0x0

(0x03EF2018) (Mono JIT code): (filename not available): MBMReader:ReadTexture2D (byte[],System.IO.BinaryReader,bool&) + 0x3d0 (03EF1C48 03EF20AA) [037E4E70 - Unity Root Domain] + 0x0

(0x03EF1430) (Mono JIT code): (filename not available): MBMReader:Read (string,bool&) + 0x88 (03EF13A8 03EF14EA) [037E4E70 - Unity Root Domain] + 0x0

(0x03EF12B0) (Mono JIT code): (filename not available): DatabaseLoaderTexture_MBM/:MoveNext () + 0x50 (03EF1260 03EF139C) [037E4E70 - Unity Root Domain] + 0x0

(0x03ED4941) (Mono JIT code): (filename not available): (wrapper runtime-invoke) <Module>:runtime_invoke_bool__this__ (object,intptr,intptr,intptr) + 0x41 (03ED4900 03ED49AA) [037E4E70 - Unity Root Domain] + 0x0

(0x100F0376) (mono): (filename not available): mono_set_defaults + 0x22cb

(0x1005D78C) (mono): (filename not available): mono_runtime_invoke + 0x51

(0x00F63A38) (KSP): (filename not available): Behaviour::Transfer<StreamedBinaryWrite<0>> + 0x28618

(0x00FFE595) (KSP): (filename not available): Behaviour::Transfer<StreamedBinaryWrite<0>> + 0xc3175

(0x00FFE71E) (KSP): (filename not available): Behaviour::Transfer<StreamedBinaryWrite<0>> + 0xc32fe

(0x00FFE541) (KSP): (filename not available): Behaviour::Transfer<StreamedBinaryWrite<0>> + 0xc3121

(0x00F5302D) (KSP): (filename not available): Behaviour::Transfer<StreamedBinaryWrite<0>> + 0x17c0d

(0x00F53263) (KSP): (filename not available): Behaviour::Transfer<StreamedBinaryWrite<0>> + 0x17e43

(0x00F551E1) (KSP): (filename not available): Behaviour::Transfer<StreamedBinaryWrite<0>> + 0x19dc1

(0x00F565AB) (KSP): (filename not available): Behaviour::Transfer<StreamedBinaryWrite<0>> + 0x1b18b

(0x010B1502) (KSP): (filename not available): Behaviour::Transfer<StreamedBinaryWrite<0>> + 0x1760e2

(0x03ED46EF) (Mono JIT code): (filename not available): (wrapper managed-to-native) UnityEngine.MonoBehaviour:StartCoroutine_Auto (System.Collections.IEnumerator) + 0x2f (03ED46C0 03ED472C) [037E4E70 - Unity Root Domain] + 0x0

(0x03ED46AC) (Mono JIT code): (filename not available): UnityEngine.MonoBehaviour:StartCoroutine (System.Collections.IEnumerator) + 0x14 (03ED4698 03ED46B1) [037E4E70 - Unity Root Domain] + 0x0

(0x03ED656F) (Mono JIT code): (filename not available): GameDatabase/:MoveNext () + 0x178f (03ED4DE0 03ED757F) [037E4E70 - Unity Root Domain] + 0x0

(0x03ED4941) (Mono JIT code): (filename not available): (wrapper runtime-invoke)
<Module>:runtime_invoke_bool__this__ (object,intptr,intptr,intptr) + 0x41 (03ED4900
03ED49AA) [037E4E70 - Unity Root Domain] + 0x0
(0x100F0376) (mono): (filename not available): mono_set_defaults + 0x22cb
(0x1005D78C) (mono): (filename not available): mono_runtime_invoke + 0x51
(0x00F63A38) (KSP): (filename not available): Behaviour::Transfer<StreamedBinaryWrite<0>
> + 0x28618
(0x00FFE595) (KSP): (filename not available): Behaviour::Transfer<StreamedBinaryWrite<0>
> + 0xc3175
(0x00FFE71E) (KSP): (filename not available): Behaviour::Transfer<StreamedBinaryWrite<0>
> + 0xc32fe
(0x00FFE541) (KSP): (filename not available): Behaviour::Transfer<StreamedBinaryWrite<0>
> + 0xc3121
(0x00F5302D) (KSP): (filename not available): Behaviour::Transfer<StreamedBinaryWrite<0>
> + 0x17c0d
(0x00F53263) (KSP): (filename not available): Behaviour::Transfer<StreamedBinaryWrite<0>
> + 0x17e43
(0x00F3CE1E) (KSP): (filename not available): Behaviour::Transfer<StreamedBinaryWrite<0>
> + 0x19fe
(0x00FCC4B7) (KSP): (filename not available): Behaviour::Transfer<StreamedBinaryWrite<0>
> + 0x91097
(0x01042D6B) (KSP): (filename not available): Behaviour::Transfer<StreamedBinaryWrite<0>
> + 0x10794b
(0x01044635) (KSP): (filename not available): Behaviour::Transfer<StreamedBinaryWrite<0>
> + 0x109215
(0x012B00E8) (KSP): (filename not available):
AnimationEvent::Transfer<StreamedBinaryRead<1> > + 0x11b378
(0x012E4FB0) (KSP): (filename not available):
AnimationEvent::Transfer<StreamedBinaryRead<1> > + 0x150240
(0x75CB17AD) (KERNEL32): (filename not available): BaseThreadInitThunk + 0x12
(0x771D226C) (ntdll): (filename not available): RtlTryAcquireSRWLockShared + 0xac
(0x771D2245) (ntdll): (filename not available): RtlTryAcquireSRWLockShared + 0x85
===== END OF STACKTRACE =====
**** Crash! ****