

## Kerbal Space Program - Bug #16037

### Parttools creates incompatible bundles that will not load into KSP

09/27/2017 06:40 AM - Fengist

<b>Status:</b>	New	<b>Start date:</b>	09/27/2017
<b>Severity:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	KSPedia		
<b>Target version:</b>			
<b>Version:</b>	1.3.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

Attempting to create any font using the steps outlined in this post:

<https://forum.kerbalspaceprogram.com/index.php?topic/157804-modders-notes-for-13/>

will generate errors in KSP and not load the font.

Steps to reproduce.

- Create a new Unity Project, install the latest PartTools and TMPPro from the asset store.
- Add the TMPProResolver script from this post:  
<https://forum.kerbalspaceprogram.com/index.php?topic/165805-not-resolved-loading-font-error/> into a folder called "Editor"
- Add any .ttf font to the editor folder.
- Open Window/TextMesh Pro/Font Asset Creator.
- Add the .ttf font to the asset creator.
- Generate the font atlas.
- Save the font asset.
- Right click the font asset select KSPFonts/Generate KSP Font Asset
- Select both the TMPPro font asset and the KSPFont asset and add them to a new asset bundle.
- Select KSPAssets/Assets Compiler
- Create the asset with the asset bundle name.
- Click 'Built as Font'
- copy the .fnt to a KSP GameData sub-directory and start KSP

The KSP Log will contain this near the top.

```
[LOG 01:12:56.842] FontLoader: Loaded bundle 'E:\Kerbal Space Program 1.3\GameData\Kerbal Electric\Plugin\myBundle.fnt'
```

The following two errors are generated by the TMPPro font asset file

```
[WRN 01:12:56.844] The referenced script on this Behaviour is missing!
```

```
[WRN 01:12:56.845] The referenced script on this Behaviour (Game Object '<null>') is missing!
```

This error is generated when trying to load the KSP font asset file (.byte file)

```
[ERR 01:12:56.870] FontLoader: Error loading font Could not load file or assembly 'TextMeshPro-1.0.55.2017.1.0b12' or one of its dependencies. The system cannot find the file specified.
```

#### History

#1 - 09/27/2017 06:41 AM - Fengist

- Subject changed from Parttools creates incompatible fonts that will not load into KSP to Parttools creates incompatible bundles that will not load into KSP