Kerbal Space Program - Bug #19991

Uploading to Workshop issue

09/07/2018 07:44 PM - Paxton173

Status:	New		**Start date:**	09/07/2018
Severity:	Low		**% Done:**	0%
Assignee:				
Category:	Steam			
Target version:				
Version:	1.4.5		**Language:**	English (US)
Platform:	Windows		**Mod Related:**	No
Expansion:	Core Game, Making History			

Description

I am having trouble with loading a particular ship to the steam workshop. I'm not sure if it is because it is too large (~930 parts) or what? It says that it is connecting to the steam workshop, then it just goes away. On steam's side, I can see that it uploaded the "object" of it, but it doesn't have a default .png and I cannot change the visibility settings. I have been able to upload crafts fine in the past (and earlier the same day). I have tried uploading the craft several times with no luck both yesterday and today. I uploaded a smaller craft to test it and it uploaded just fine.

I will attach some screenshots to show you the problem (Note the 0.00MB file size).

History

#1 - 09/07/2018 07:46 PM - Paxton173

- File Upload2.PNG added

**I believe the issue has to do with the filename. I tried it again without using the / symbol and it uploaded successfully. I just wanted to make a note for you guys.

Files

20180907130948_1.jpg	485 KB	09/07/2018		Paxton173
UploadError.PNG	372 KB	09/07/2018		Paxton173
Upload2.PNG	180 KB	09/07/2018		Paxton173