

# Kerbal Space Program - Bug #2038

## OSX VAB Bug

01/16/2014 03:29 PM - ahd1601

<b>Status:</b> Duplicate	<b>Start date:</b> 01/16/2014
<b>Severity:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b> Gameplay	
<b>Target version:</b>	
<b>Version:</b> 0.23	<b>Language:</b> English (US)
<b>Platform:</b> OSX	<b>Mod Related:</b> No
<b>Expansion:</b>	

### Description

Moused over a part in the VAB menu. It proceeded to grow in size until it was larger than the scene. It spammed this error:

ArgumentOutOfRangeException: Argument is out of range.

Parameter name: index

```
at System.Collections.Generic.List`1[AvailablePart+ResourceInfo].get_Item (Int32 index) [0x00000] in <filename unknown>:0
at PartListTooltips.GetPrimaryInfo (.AvailablePart aP, Int32 maxLines) [0x00000] in <filename unknown>:0
at PartListTooltips.ShowTooltip (.EditorPartIcon part, .AvailablePart aPart) [0x00000] in <filename unknown>:0
at EditorPartIcon.MouseEnter () [0x00000] in <filename unknown>:0
at EditorPartIcon.MouseInput (.POINTER_INFO& ptr) [0x00000] in <filename unknown>:0
at UIButton.OnInput (.POINTER_INFO& ptr) [0x00000] in <filename unknown>:0
at AutoSpriteControlBase.OnInput (POINTER_INFO ptr) [0x00000] in <filename unknown>:0
at UIManager.DispatchHelper (.POINTER_INFO& curPtr, Int32 camIndex) [0x00000] in <filename unknown>:0
at UIManager.DispatchInput () [0x00000] in <filename unknown>:0
at UIManager.Update () [0x00000] in <filename unknown>:0
```

(Filename: Line: -1)

It happened with two different parts. Both were tanks from the LazTek SpaceX pack. No plugins installed. No visible errors with the CFG file.

### History

**#1 - 01/16/2014 03:57 PM - TruePikachu**

- Status changed from New to Duplicate

- % Done changed from 0 to 100

Duplicate of [#1989](#), from what I can tell.