

# Kerbal Space Program - Bug #26901

## Part thumbnail saving causes errors and default texture

12/20/2020 11:39 PM - ancassid

<b>Status:</b>	New	<b>Start date:</b>	12/20/2020
<b>Severity:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	1.11.0	<b>Language:</b>	English (US)
<b>Platform:</b>	OSX	<b>Mod Related:</b>	No
<b>Expansion:</b>	Core Game		

### Description

When trying to drag a new part into an inventory that's been added by a mod, it appears in the inventory as only an "i".

```
[ERR 15:35:52.122] LoadThumbnail - WWW error in
/Users/drewcassidy/Projects/ReStock/KSP/KSP.app/Contents/../../GameData/ReStockPlus/Parts/@thumbs/restock-drone-core-0625
-1_icon.png : Cannot connect to destination host
```

the thumbnail does appear in the @thumbs directory

### History

#### #1 - 12/20/2020 11:49 PM - ancassid

- File KSP.log added

This also happens if the Squad/Parts/@thumbs directory contents is deleted forcing the game to regenerate stock thumbnails. log attached

#### #2 - 12/21/2020 12:11 AM - ancassid

giving KSP full disk access in macOS security settings has no effect, I think this is an issue with using UnityWebRequest

#### #3 - 12/24/2020 10:35 AM - ancassid

- Subject changed from *Thumbnail saving is broken on macOS* to *Part thumbnail saving causes errors and default texture*

### Files

KSP.log	294 KB	12/20/2020	ancassid
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