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[1.4.x] TweakScale v2.3.12(Apr-16)

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By pellinor, March 8, 2015 in Add-on Releases

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pellinor
Miniature Builder
●●●●
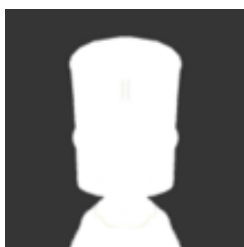
Members
⊕ 526
940 posts

Posted December 18, 2015   Report post   ⤴

> On 12/18/2015 at 7:02 PM, DarthVader said:
>
> I'm having an issue with an AIES command part (root part on vessel) rescaling back to normal in flight. I see that it is a known issue, is there any way that I can be fixed?

You can look at how Roverdude fixed the USI Kontainers. He made separate parts with hardcoded scale (not using

the rescaleFactor value because that will trigger the same bug).

123nick
Sr. Spacecraft Engineer
●●●●

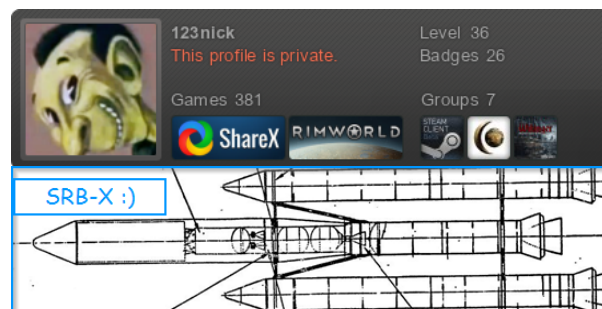Members
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921 posts

Report post

plan on adding MFT support? i asked on the MFT thread, they said they will "when the dust has settled" (dunno when or what exactly that is) so im thinking, maybe you can have some MFT support added?

pellinor
Miniature Builder
●●●●

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Update: v2.2.6

* Support for NF-Construction
* update for NFT Octo-Girders
* fix for infinite loop between TweakScale and MFT
* fix for engineer's report mass display

Auriga_Nexus

(Cyber)Space Cowboy

● ●

Members

➕ 18

73 posts

Posted January 2, 2016   ~~Report post~~ ⤴

I'm not sure if you are accepting suggestions for parts to be added to Tweakscale but if possible could you add the MK2 formfactor expansion mods?

I built a very, VERY heavy SSTO (over 250 tons!) that can deliver pieces 2.5m wide and up to 5m long to ~120km orbit. It has a triple fuselage - a MK3 cockpit, passenger and cargo hold, with 2 Mk2 fuselages built into the wings. the wing pieces are scaled up to 200% and the mkII fuselages are supposed to be scaled to the next scale up (3.75 opposed to 2.5) unfortunately I am only able to do this with the stock MK2 parts. The air intakes and adapters I want to use are part of the MK2 expansion mod, and being able to use those would make my craft a bit more aesthetically pleasing as well as having more space for intakes.

JedTech

AirTech

Posted January 6, 2016   ~~Report post~~ ⤴

I just noticed that Gaius's original plugin is under a share alike license: CC BY-NC-SA

Doesn't Tweakscale also need to use this license?

damerell

Sr. Spacecraft Engineer

●●●●

Posted January 7, 2016   Report post   ⊰

> On 1/6/2016 at 7:50 PM, JedTech said:
>
> I just noticed that Gaius's original plugin is under a share alike license: CC BY-NC-SA
>
> Doesn't Tweakscale also need to use this license?

In the first page of the old Tweakscale thread, where the OP describes it as WTFPL, the then developer said: "It's CC BY-NC-SA. I want to make it WTFPL (my favorite licence), but I've asked Gaius for permission to do that and haven't yet received an answer."

Presumably they got permission and updated the OP.

Elcano circumnavigations:
Minmus complete, one casualty.
Mun complete, no losses, major rover damage.
Kerbin complete, no losses, trivial rover damage.

pellinor

Miniature Builder

●●●●

Members

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940 posts

Posted January 10, 2016   Report post   ⤵

> On 1/2/2016 at 11:56 PM, Auriga_Nexus said:
>
> I'm not sure if you are accepting suggestions for parts to be added to Tweakscale but if possible could you add the MK2 formfactor expansion mods?

I happily take suggestions, most happily in the form of working ModuleManager patches. The thing is, I can't stay up to date with all the mods I'm not using myself. So it often the users of those mods who contribute patches or notice when something needs an update.
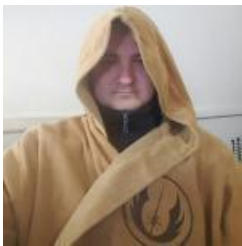
stali79

Spaceplane Test Pilot

●●●●

Posted January 12, 2016   Report post   ⤵

K.Yeon has updated his OPT mod and most of his wings/elvons aren't scaling. How would one go about
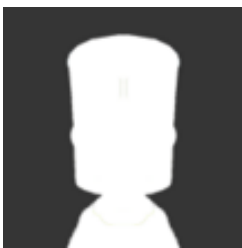
making them scalable?

OPT Legacy Pack Maintainer

pellinor

Miniature Builder
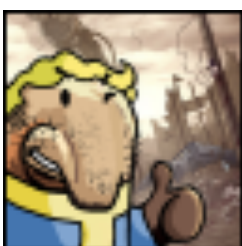
●●●●

Posted January 12, 2016   Report post   ⤲

Probably the non-scaling parts have new names. This needs some sorting through his part configs and my opt_tweakScale file to see what is obsolete and what is missing. I'd like to wait with this until there is a stable release (currently the thread says 'test release' so there might be more changes to come).

ndiver

Spacecraft Engineer

●●●

Posted January 14, 2016   Report post   ⤲

Small question, and i'm afraid that i has already been asked, but i couldn't find it in the recent pages:

How are the different parameters of the parts affected by TweakScale? For

example, the Isp or the thrust of the engines when scaled up or down? Or the parameters of the mining parts (drills and converters)?

Thanks for your help 🐸

---

pellinor

Miniature Builder

●●●●

Posted January 14, 2016   Report post ⇗
(edited)

> **On 1/14/2016 at 1:13 PM,**
> **ndiver said:**
>
> Small question, and i'm afraid that i has already been asked, but i couldn't find it in the recent pages:
>
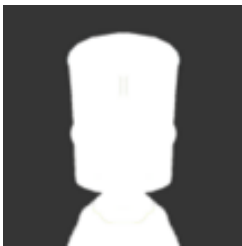> How are the different parameters of the parts affected by TweakScale? For example, the Isp or the thrust of the engines when scaled up or down? Or the parameters of the mining parts (drills and converters)?
>
> Thanks for your help 🐸

You find those parameters in scaleExponents.cfg in the TweakScale folder. For example mass=3 means that part mass scales with volume (=scale^3) per default (unless overridden for a part or a scaleType).

Engines are balanced to preserve ISP and TWR.

ndiver

Spacecraft Engineer

● ● ●

Members

✚ 77

267 posts

Location: Germany / France

Posted January 14, 2016 (edited)

Report post

Thanks for the explanation, i will take a look at that 🐸

The main question is to know for the different parts which version (stock or scaled) is the more interesting. The difficulty is to determine which part to use as i can't compare ingame the parameters.

Rodyle

Spacecraft Engineer

● ● ●

Members

✚ 13

Posted January 15, 2016

Report post

Hi there! Amazing mod, thanks for maintaining it. However, I seem to have the missing scale slider bug. I found in the old thread that it's due to other mods. I was wondering if it's known which mods do this, and how to fix this nowadays. Other mods installed: HullcamVDS, kOS, Planetshine,

120 posts

RCSbuildaid, RemoteTech and
Scatterer.

👍

pellinor
Miniature Builder
● ● ● ●

Members
⊕ **526**
940 posts

Posted January 15, 2016   Report post   ⤵
(edited)

> ⌄ **On 1/15/2016 at 9:16 AM,**
> **Rodyle said:**
>
> Hi there! Amazing mod, thanks for
> maintaining it. However, I seem to
> have the missing scale slider bug.
> I found in the old thread that it's
> due to other mods. I was
> wondering if it's known which
> mods do this, and how to fix this
> nowadays. Other mods installed:
> HullcamVDS, kOS, Planetshine,
> RCSbuildaid, RemoteTech and
> Scatterer.

This can be caused by several things,
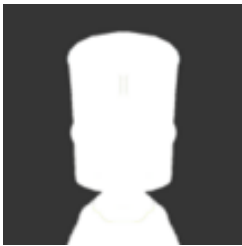the most common are

* There are no TweakScale modules
(missing modulemanager.dll)
To check if your part has a TweakScale
module you can save a craft and

search for "name = TweakScale" in the craft file.

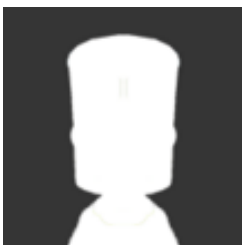* other mods that forbid scaling certain parts on purpose (surely not the ones from your list)

* Exceptions, no matter if they come from TweakScale or somewhere else (search for "exception" in your log).

Edited January 15, 2016 by pellinor

Rodyle

Spacecraft Engineer

● ● ●

Members
➕ 13
120 posts

> On 1/15/2016 at 3:36 PM,
> pellinor said:
>
> This can be caused by several things, the most common are
>
> * There are no TweakScale modules (missing modulemanager.dll)
> To check if your part has a TweakScale module you can save a craft and search for "name = TweakScale" in the craft file.
>
> * other mods that forbid scaling certain parts on purpose (surely not the ones from your list)
>
> * Exceptions, no matter if they come from TweakScale or

> somewhere else (search for "exception" in your log).

Hi there. Thanks for the response. I indeed was missing the module manager. Redownloaded, added it. Worked perfectly. Thanks again mate.
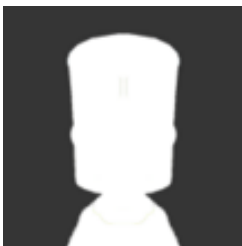
List of notable achievements:

Spaceplaned to Duna and back

Adventures at UKSC (dead)

Madeiner
Bottle Rocketeer

Members
● 0
18 posts

Hi,

is there a way to show the information that you normally have with rightlicking a part in the inventory that has been quickscaled?
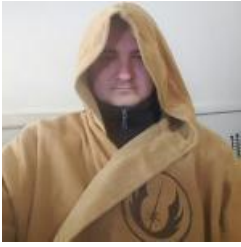
I'd like to be able to see energy consuption/thrust etc for a tweakscaled part.

Maybe there is some other mod that allows the RMB window to work on part in the editor, not just in the left inventory?

stali79

Spaceplane Test Pilot

●●●●

Members

● **286**

724 posts

> ⌄ **On 1/12/2016 at 10:41 PM,** ↪
>
> **pellinor said:**
>
> Probably the non-scaling parts have new names. This needs some sorting through his part configs and my opt_tweakScale file to see what is obsolete and what is missing. I'd like to wait with this until there is a stable release (currently the thread says 'test release' so there might be more changes to come).

I think with his test releases he has said that they won't change in the final release for the version.

👍

OPT Legacy Pack Maintainer   ✕ ▾

- I survived the forum outage of 2017 and all I got was this lousy Sig line -

http://forum.kerbalspaceprogram.com /index.php?/topic/83212-how-to-get-

Gaarst

Librarian

●●●●●

Anyone has already encountered a bug when rescaling SRBs do not change their thrust ? (looked at the cfg and it is

the same as other SRBs that can properly be rescaled)

I am also seeing a lot of Exceptions in my debug log and experiencing some NaN when using this mod, any possible link ?

If anyone knew how to fix this, I would appreciate it. I can provide more information if needed.

[Community Mods and Plugins Library](#)

Giuliano
Tulerman Industries CEO
●●

Posted January 22, 2016   Report post   ⤙

> **On 1/22/2016 at 1:11 PM,**
> **Gaarst said:**
>
> Anyone has already encountered a bug when rescaling SRBs do not change their thrust ? (looked at the cfg and it is the same as other SRBs that can properly be rescaled)
>
> I am also seeing a lot of Exceptions in my debug log and experiencing some NaN when using this mod, any possible link ?
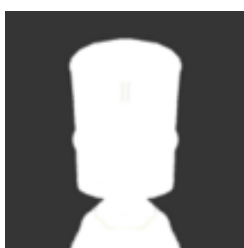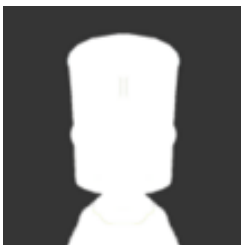>
> If anyone knew how to fix this, I

> would appreciate it. I can provide
> more information if needed.

No, buti founded other bug. When i
rescaled the Kickback SRB, the
flame/plume was on the same
radius/size of the original size

pellinor

Miniature Builder

●●●●

Members

➕ **526**

940 posts

Report post

> **On 1/22/2016 at 1:19 PM,**
> **Giuliano said:**
>
> No, buti founded other bug. When
> i rescaled the Kickback SRB, the
> flame/plume was on the same
> radius/size of the original size

known issue. There is code for
rescaling particle effects but I haven't
yet understood why it broke or if it
worked in the past.

> **On 1/22/2016 at 1:11 PM,**
> **Gaarst said:**
>
> Anyone has already encountered
> a bug when rescaling SRBs do not
> change their thrust ? (looked at
> the cfg and it is the same as other
> SRBs that can properly be
> rescaled)

> I am also seeing a lot of Exceptions in my debug log and experiencing some NaN when using this mod, any possible link ?
>
> If anyone knew how to fix this, I would appreciate it. I can provide more information if needed.

Sounds like a broken install. Your log would help. Do any of the exceptions come from TweakScale?

And for the SRB, you also compared the TweakScale patches of those parts? If it is something exotic the patch might be out of date.

Edited January 22, 2016 by pellinor

Gaarst

Librarian

●●●●●

Members

➕ 3,113

2,655 posts

Report post

> On 1/22/2016 at 4:14 PM, pellinor said:
>
> Sounds like a broken install. Your log would help. Do any of the exceptions come from TweakScale?
>
> And for the SRB, you also compared the TweakScale

> patches of those parts? If it is
> something exotic the patch might
> be out of date.

The exceptions seem to be *caused* by
TweakScale but linked to Real Fuels in
a way (@Svm420 already reported a
similar issue in the RF thread): I get this
spammed for a significant time when
loading a craft with TweakScaled SRBs
in the VAB:

```
[TweakScale Warning]
Exception on Rescale:
System.StackOverflowExc
eption: The requested
operation caused a
stack overflow.
  at
TweakScale.TweakScale.S
etup () [0x00000] in
<filename unknown>:0
  at
TweakScale.TweakScale.G
etModuleCost (Single
defaultCost) [0x00000]
in <filename unknown>:0
  at
Part.GetModuleCosts
```

Followed by this after a good number
of repetitions:

```
TweakScale.Tools:LogWf(
String, Object[])
TweakScale.TweakScale:S
etup()
TweakScale.TweakScale:G
etModuleCost(Single)
Part:GetModuleCosts(Sin
gle)
RealFuels.ModuleEngineC
onfigs:CostTL(Single,
ConfigNode)
RealFuels.ModuleEngineC
onfigs:DoConfig(ConfigN
ode)
RealFuels.ModuleEngineC
onfigs:SetConfiguration
(String, Boolean)
```

(The first lines occurs only once, but the following lines are repeated dozens and dozens of times)

Full output_log.txt available here. (No NaN on this log, and no crash)

For the TweakScale patches, which files do you exactly mean ?

Are these the xxx_TweakScale.cfg found in GameData/TweakScale/patches ? If yes, the SRBs that I am using come from SpaceY which doesn't have a cfg inside patches, but inside it's own mod folder. From what I see, the module structure seems to be different but it might not be the issue: svm420

reported that the exceptions happened with all engines.

> **⊙ Reveal hidden contents**

I think that is pretty much it, my modlist is available in my sig (I should have mentioned I was still playing with 1.0.4, shouldn't I ? Sorry for that).

Thank you for helping !

Edited January 22, 2016 by Gaarst
Grammar and stuff

Community Mods and Plugins Library ᵡ ▾

---

pellinor
Miniature Builder
● ● ● ●

Members

⊕ 526

940 posts

Report post ⤳

Are you using the latest version? The infinite loop should be fixed in TweakScale v2.2.6.

And yes, the patches look fine, those are basically different ways to get the same thing.

Gaarst

Librarian

●●●●●

Members

➕ 3,113

2,655 posts

> **On 1/22/2016 at 4:48 PM,**
> **pellinor said:**
>
> Are you using the latest version?
> The infinite loop should be fixed in
> TweakScale v2.2.6.
>
> And yes, the patches look fine,
> those are basically different ways
> to get the same thing.

I'll try the 2.2.6, but anyway, the infinite
loop is not the biggest problem: it just
takes a little longer to load the rocket,
but that is all.

My main concern is the fact that when
rescaled, the boosters keep their
original thrust; and that the mod is
throwing some NaNs around when I try
to launch the rocket (only happens
sometimes, I will try to get it happening
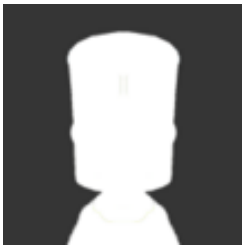to proivde a log).

Community Mods and
Plugins Library

pellinor

Miniature Builder

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I'll try the 2.2.6, but anyway, the infinite loop is not the biggest problem

The infinite loop is the biggest problem. As for pretty much any exception on vessel load, the only really safe thing to do is to terminate the program (i.e. crash to desptop), or at least leave the editor. Otherwise you accept that all sorts of completely unrelated things might be broken. As long as this is present it really makes no sense to debug other things.

Gaarst

Librarian

Members

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2,655 posts

Posted January 22, 2016 (edited)   Report post

The infinite loop is the biggest problem. As for pretty much any exception on vessel load, the only really safe thing to do is to terminate the program (i.e. crash to desptop), or at least leave the editor. Otherwise you accept that all sorts of completely unrelated

> things might be broken. As long as this is present it really makes no sense to debug other things.

Ok. I have tried 2.2.6, but unsurprisingly, KSP 1.0.4 doesn't like it (like really not).
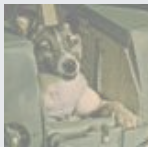
Also, I can't seem to replicate the NaN. Now, the game just crashes: I load a craft, put a SRB on it, rescale the SRB, launch and the game crashes. No crash folder is generated, the game justs plainly crashes.

[Output log](#).

Edited January 22, 2016 by Gaarst

Community Mods and Plugins Library

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