



## [0.90] TweakScale - Rescale Everything! (v1.50 - 2014-12-24 10:40 UTC)

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By Biotronic, May 16, 2014 in Add-on Releases

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### BrainBurger

Curious George



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1 post

Posted March 7, 2015 (edited)

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Hi everyone, I'm new to this forum. I've ran into a small problem yesterday while playing Kerbal. I went into the SPH and tried to edit the what was in my container type B (KAS mod), but the Edit Container GUI wouldnt show up. After trying different save games (backtrack saves, sandbox game save and even blank save) and it had nothing to do with it. I then uninstalled and reinstalled Kerbal, then I installed KAS and everything went fine. I then added a bunch of mods (B9, TAC Is, LLL, KW, Dock align, rcs build aid, agm, etc.) and kept trying to see if i could edit containers. Everything went well till i added the tweakscale mod. Oddly everything was working fine up to yesterday, nothing was added or removed from my game for at least 2 weeks. I'm using KSP 32 bit on windows, while my bro is on the 64 bit (linux) and everything works fine for him.

I went into the tweakscale mod files and edited the KAS\_Tweakscale.cfg to remove the lines referring to the containers as well as the attachment piece that goes with it, but the problem was still there. Tried again after completely removing the cfg file, but with no success.

So far i can still use both mods, but i have to either go and remove tweakscale when i want to change whats in the containers, or drop them next to the launch pad and add them manually in EVA. Any idea where i should investigate?

EDIT: I found the culprit! At some point i went into VAB to build a new rover, but couldnt snap any kind of wheel anywhere until i removed tweakscale. But then the game kept replacing the M1 electric powered wheels by the M1X liquid fuel ones (from Racing Wheels mod) when i was launching the craft. Deleted the mod, then tryed again with Tweakscale and everything works just fine! That Racing wheels mod really seems buggy for the very least =/ sorry for the trouble anyway

**Edited March 8, 2015 by BrainBurger**

Found the solution



**pellinor**

Miniature Builder



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**BrainBurger said:**

Any idea where i should investigate?

The first place I would look is search your output.log for exceptions. This sounds like something goes wrong when ksp wants to draw the right click menu. If this happens you'll see errors in the alt-f2 logging window, and find more details in the KSP\_Data\output\_log.txt file.



**pellinor**

Miniature Builder



Posted March 8, 2015

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Since noone complained, I published the 1.52 release on Kerbalstuff and Curse. There is also a

**[New Release Thread!](#)**



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so that I own the OP for editing. Please continue discussions and questions about the released versions there.

larkvi likes this



## 5thHorseman



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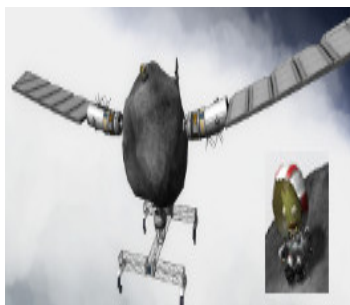
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I would suggest a mod (or the OP) alter the first post of this thread, pointing to the new one (It currently points to your development thread which will confuse people) and then locks this thread. Nothing will stop people from replying here otherwise.

For example, I just replied 🤖

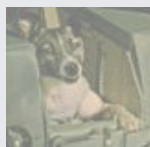


**Mission:** [Jool Mix-Up](#) | **Mods:** [WarpEverywhere](#) | [Stock Ventral Drill](#)

One man's grind is another man's gameplay.



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