

[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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Tyko

Space Pirate! Aaargh!



Members

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3,013 posts

Location: Seattle, WA

Posted October 16, 2018

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On 10/16/2018 at 7:31 PM, pellinor said:

Announcement: It is no secret that my more active days in this community are long past, and I am not giving this project the attention it deserves. @Lisias has agreed to take over the development of TweakScale from now on, and I hereby pass the torch to him. Once he has opened his own release thread, this one can be closed.

Thanks for all the work! this mod has been so important to my KSP game. Thanks also the @Lisias for continuing support 🤖

You and GOTO like this



Lisias

Boldly crashing what no Kerbal has crashed before!



Posted October 16, 2018 (edited)

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Hi, Guys. I'm the new guilt..., I mean, responsible for keeping your craft's parts explod... I mean, scaling on KSP.



Members

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1,806 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair



I want to thank @pellinor for the confidence, and want to say to all that **yes, it will blow up for sure**. Specially on landings. 🤖

New thread:

<https://forum.kerbalspaceprogram.com/index.php?/topic/179030-141-tweakscale-under-new-management/&tab=comments#comment-3469313>

Edited October 16, 2018 by Lisias

FreeThinker, Omega482, Joal ban Kluane and 2 others like this

Unholy interactions between modules is what Krakens feed on... – Lisias

kcs123

Junior Rocket Scientist



Members

+ 636

2,006 posts

Posted October 17, 2018

Report post



On 10/16/2018 at 7:31 PM, pellinor said:

Announcement: It is no secret that my more active days in this community are long past, and I am not giving this project the attention it deserves. @Lisias has agreed to take over the development of TweakScale from now on, and I hereby pass the torch to him. Once he has opened his own release thread, this one can be closed.

Thanks for maintaining it until now. It is "normal" to get burned out or bored with mod development at some point. Nice thing in this community is that there is almost always someone willing to take torch and continue work. Thanks to @Lisias for taking the burden of future maintenance too.



[Official FAR Craft Repository](#) - show off your designs there ✕ or ask how to build one.

Craft examples - efficient crafts for FAR: [KCS Space Planes](#)

mattinoz

Sr. Spacecraft Engineer



Members

+ 295

680 posts

Posted October 18, 2018

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Is there a more advanced version of Tweakscale that allows scaling independently in one direction?

Almost a purely aesthetic thing that parts that transition between to sizes often feels to short blend nicely with the next part.



Toggle me baby: Please assume everything I ever suggest

Lisias

Boldly crashing what no Kerbal has crashed before!



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SouthAmerica ! Brazil !

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LivingRoom ! MyChair

Posted October 18, 2018

Report post

On 10/18/2018 at 12:43 AM, mattinoz said:

Is there a more advanced version of Tweakscale that allows scaling independently in one direction?

Curiously, I thought on something like that recently. But I consider this to be "tricky" to implement as it would break an (programming) interface that are in use for years. OK, there're techniques to make things coexist, but we need to balance cost and benefits of such a feature.

The "easier" changes on the programming interface would render the user interface less intuitive, and vice versa.

Unholy interactions between modules is what Krakens feed on... — Lisias

pellinor

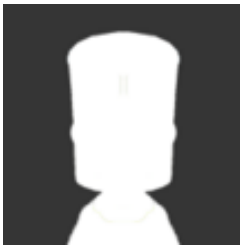
Miniature Builder

Posted October 18, 2018

Report post



Let's move the discussion to the new thread and close this one.



Members

+ 520

935 posts



Snark

E Pluribus Boojum



Moderator

+ 11,224

8,066 posts

Posted October 18, 2018

Report post

Locking thread per OP request.



Check out [my mods on SpaceDock!](#)



PREV

49

50

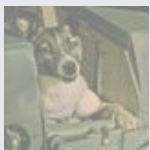
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