[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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Xd the great

Capsule Communicator
●●●●●

Members
➕ 360
2,073 posts

Posted June 28, 2018

> On 6/16/2018 at 8:17 PM, Tonas1997 said: ↪
>
> Anyone knows if there's a fix for the Tweakscale/RealFuels compatibility problems for 1.3.1?
>
> Resizing an engine will, sometimes, change its mass to a negative number, causing the craft to either float on the launchpad or be broken apart. Apparently, it's a well known bug (and there are a few issues on GitHub that mention it), but I haven't found any patches that fix it...

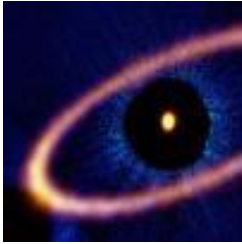Have you checked the .cfg file for bugs?

Pure guess, I use ksp v 1.4.3

Nice mod by the way. Finally be able to do something real kerbal style.

Will you make the mod able to rescale parts to larger sizes or rescale multiple parts at once?

Tonas1997

Spacecraft Engineer

●●●

Members

⊕ 31

103 posts

Location: Crying in a corner, complaining about not having enough RAM

Posted June 28, 2018

Report post

> On 6/28/2018 at 10:34 AM, Xd the great said:
>
> Have you checked the .cfg file for bugs?
>
> Pure guess, I use ksp v 1.4.3
>
> Nice mod by the way. Finally be able to do something real kerbal style.
>
> Will you make the mod able to rescale parts to larger sizes or rescale multiple parts at once?

I already fixed the problem (and by "I" I mean a forum user on the RealFuels thread) by disabling mass scaling on RF's side.

TeslaPenguin1

Director of the Penguin Space Program

●●●

Members

⊕ 295

286 posts

Location: At a model rocket launch

Posted July 25, 2018 (edited)

Report post

Could you make an update so it works with MH?

(I just like the engines but want to use them in a smaller size)

Edited July 25, 2018 by TeslaPenguin1

Be a friend! Follow @HansonKerman , @The Minmus Derp , @SnacklessKerbal , and @Pascovian !!!
Also, why not join my Discord server, The Empire of Pingwen!

captainb

Filthy Casual

●●●

Members

➕ 120

117 posts

Report post ⌁

Hi I'm trying to use this mod with Nebula Decals. I'd like to rescale the decals without increasing the mass. I'd like to keep the other parts re-scaling behavior unaffected. Any ideas?

👍

Magellan - Manned mission to the Jool system

---

linuxgurugamer

The light at the end of the tunnel may be an oncoming dragon

●●●●●

Members

➕ 11,502

14,938 posts

Location: At SpaceTux Industries HQ

Report post ⌁

@pellinor

I noticed that all the included scale types which have scaleFactors corresponding to stock sizes don't have the 1.875 size. Are you planning on adding that anytime soon?

👍

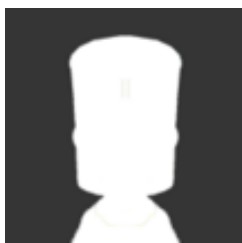I stream on Twitch on Sunday evenings: https://www.twitch.tv/linuxgurugamer
Read this BEFORE asking for support: http://forum.kerbalspaceprogram.com/index.php?/topic/83212-how-to-get-support-read-first/

---

pellinor

Miniature Builder

●●●●

Members

➕ 520

Report post ⌁

> On 7/29/2018 at 11:39 AM, linuxgurugamer said:
>
> @pellinor
>
> I noticed that all the included scale types which have scaleFactors corresponding to stock sizes don't have the 1.875 size. Are you planning on adding that anytime soon?

Yes, I guess that makes sense now that 1.875 has become a stock size.

> **On 7/25/2018 at 11:53 PM, captainb said:**
>
> Hi I'm trying to use this mod with Nebula Decals. I'd like to rescale the decals without increasing the mass. I'd like to keep the other parts re-scaling behavior unaffected. Any ideas?

```
@PART[...]
{
    %MODULE[TweakScale]
    {
        type = ...
        defaultScale = ...
        TWEAKSCALEEXPONENTS { mass = 0
    }
    }
}
```
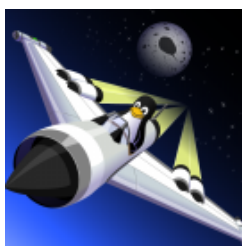
A patch like this should do the trick. Of course it also means that the mass does not decrease for a smaller part.

JadeOfMaar likes this

---

linuxgurugamer

The light at the end of the tunnel may be an oncoming dragon

●●●●●

Members

➕ **11,502**

14,938 posts

Location: At SpaceTux Industries HQ

Posted August 1, 2018   Report post

> **On 8/1/2018 at 6:09 PM, pellinor said:**
>
>
>
> A patch like this should do the trick. Of course it also means that the mass does not decrease for a smaller part.

The mass is 0.001 already

captainb

Filthy Casual

● ● ●

Members

➕ **120**

117 posts

Posted August 1, 2018

> On 8/1/2018 at 6:09 PM, pellinor said:
>
> Yes, I guess that makes sense now that 1.875 has become a stock size.
>
> ```
> @PART[...]
> {
>     %MODULE[TweakScale]
>     {
>         type = ...
>         defaultScale = ...
>         TWEAKSCALEEXPONENTS { mass
> = 0 }
>     }
> }
> ```
>
> A patch like this should do the trick. Of course it also means that the mass does not decrease for a smaller part.

> On 8/1/2018 at 7:12 PM, linuxgurugamer said:
>
> The mass is 0.001 already

I've updated to the latest version with the MM patch. Seems to solve my problem, thanks @linuxgurugamer !

linuxgurugamer

The light at the end of the tunnel may be an oncoming dragon

● ● ● ● ●

Members

 11,502

14,938 posts

Location: At SpaceTux Industries HQ

Posted August 2, 2018

Report post

> On 8/1/2018 at 11:28 PM, captainb said:
>
> I've updated to the latest version with the MM patch. Seems to solve my problem, thanks @linuxgurugamer !

Your welcome

I stream on Twitch on Sunday evenings:
https://www.twitch.tv/linuxgurugamer
Read this BEFORE asking for support: http://forum.kerbalspaceprogram.com/index.php?/topic/83212-how-to-get-support-read-first/

---

fg45de

Bottle Rocketeer

● ●

Members

 1

8 posts

Posted September 2, 2018

Report post

Hey,

i have little problem with a resized Drill-o-Matic and Convert-o-Tron. It seems they don't cool down even with a bunch of radiators.

Is there a workaround for this?

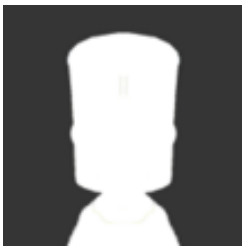**raxo2222**

Spacecraft Engineer

● ● ● ●

Posted September 10, 2018

Report post

Rescaleable docking parts would be very nice.

Do you want to fly with nuclear space plane? Are you fancy for antimatter or warp drive? If yes, then try KSP Interstellar Extended.

Do not attempt to teleport on 0 latitude or 0 longtitude, or

Tyko

Space Pirate! Aaargh!

●●●●●

Posted September 10, 2018

> On 9/10/2018 at 11:09 AM, raxo2222 said:
>
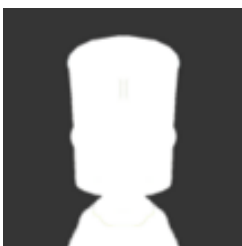> Rescaleable docking parts would be very nice.

This would be tough because there's code in the config that tells the game what size the docking port is. If you just resized a 1.25m to another size the game would still think it's supposed to attach to a 1.25m port

raxo2222 likes this

---

raxo2222

Spacecraft Engineer

●●●●

Posted September 10, 2018

> On 9/10/2018 at 6:31 PM, Tyko said:
>
> This would be tough because there's code in the config that tells the game what size the docking port is. If you just resized a 1.25m to another size the game would still think it's supposed to attach to a 1.25m port

What are mods with bigger docking parts?

Do you want to fly with nuclear space plane? Are you fancy

for antimatter or warp drive? If yes, then try KSP Interstellar
Extended.

De not attempt to teleport on 0 latitude or 0 longitude or

Tyko

Space Pirate! Aaargh!

● ● ● ● ●

Members

⊕ 2,246

3,013 posts

Location: Seattle, WA

Posted September 10, 2018

Report post

> On 9/10/2018 at 6:42 PM, raxo2222 said:
>
> What are mods with bigger docking parts?

You and raxo2222 like this

Gordon Dry

Agnostic with two eyes

● ● ● ● ●

Members

⊕ 390

2,571 posts

Location: The Hanse was here

Posted September 24, 2018

Report post

@Lisias what is this?

1.
https://github.com/net-lisias-
kspu/TweakScale/releases/tag/RELEASE%2F2.3.12.1
in there it says

> **Quote**
>
> - Added hard dependency for KSP API
>   Extensions/L.

2.

So, [KSP API Extensions/L](#).

The master repo only includes MiniAVC inside the GameData folder, there is no release available ...

So what is this? Unfinished project?

Lisias

Boldly crashing what no Kerbal has crashed before!

●●●●●

Members

✛ **1,627**

1,806 posts

Location: Universe ! Virgo ! Milkway ! OrionArm ! SolarSystem ! Earth ! America ! SouthAmerica ! Brazil ! SãoPaulo ! Capital ! Home ! LivingRoom ! MyChair

Posted September 24, 2018   Report post ⇗

> On 9/24/2018 at 11:12 AM, Gordon Dry said:
>
> @Lisias what is this?

It's pretty clear it's a fork from a project, IMHO. 🐵 (couldn't help myself. hehehe)

> On 9/24/2018 at 11:12 AM, Gordon Dry said:
>
> So, [KSP API Extensions/L](#).
> The master repo only includes MiniAVC inside the GameData folder, there is no release available ...
>
> So what is this? Unfinished project?

Nops. A Working in Progress project. 🐵

Feel free to clone, build and install it manually if you want (you will need to configure a CONFIG.INC file on the parent's directory to set the bash environment variables if you want to use my scripts) - but keep in mind that it is still Alpha : lots of things can change or break at any time. I

just double-checked my local copy, and everything is sync'ed to the github's repo, so you should be fine if you try it.

Keep in mind, also, that the following rules apply on every "kspu" project of mine:

http://ksp.lisias.net/add-ons/Unofficial-Initiative

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

Lisias

Boldly crashing what no Kerbal has crashed before!

●●●●●

Members

● **1,627**

1,806 posts

Location: Universe ! Virgo ! Milkway ! OrionArm ! SolarSystem ! Earth ! America ! SouthAmerica ! Brazil ! SãoPaulo ! Capital ! Home ! LivingRoom ! MyChair

Posted September 30, 2018   Report post ⤵

> On 9/24/2018 at 11:12 AM, Gordon Dry said: ⤴
>
> So, KSP API Extensions/L.

There's a proper (new) release available just now.

https://github.com/net-lisias-ksp/KSPAPIExtensions/releases

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

Tyko

Space Pirate! Aaargh!

●●●●●

Members

● **2,246**

3,013 posts

Location: Seattle, WA

Posted October 1, 2018 (edited)   Report post ⤵

@Lisias & @pellinor I have a defaultscale.cfg that adds 1.875 along with .938, and 3.125 scales to it. The eleviates the need to add custom scalefactors for 1.875m parts like all the MH parts. I also added a few other increments to surface, free and free_square that I use frequently: .25, .75 and 1.5

You're welcome to use it if you'd like.

❯ **Reveal hidden contents**

Tyko

Space Pirate! Aaargh!

● ● ● ● ●

Members

➕ **2,246**

3,013 posts

Location: Seattle, WA

Posted October 4, 2018 (edited)

Can I write my changes above as a MM config that changes the basic TweakScale versions? I'm imagining something like this:

@SCALETYPE[stack]:AFTER[TweakScale]
{
    ~~freeScale = true~~
    ~~defaultScale = 1.25~~
    ~~suffix = m~~
    @scaleFactors   = 0.1, 0.3125, 0.625, 0.9375, 1.25, 1.875, 2.5, 3.125, 3.75, 5.0, 7.5, 10, 20
    @incrementSlide = 0.01, 0.025, 0.025, 0.025, 0.025, 0.025, 0.05, 0.05, 0.05, 0.1, 0.1, 0.2
}

Would this work? Is my syntax correct? Thanks!

👍

Tricky14

Bottle Rocketeer

● ● ●

Members

Posted October 7, 2018 (edited)

Are there any known issues between Tweakscale and FAR's adjustable wing weight/structural stength? Some mass figures don't add up at all, they appear to be multiplied by an unrelated factor. Getting different mass readouts just from directly connecting a wing to a root part, for example.

Edited October 7, 2018 by Tricky14

Jesusthebird

Lander Commander

● ● ●

Members

113

448 posts

Location: LKO

Posted October 9, 2018

Report post

Im having an issue with the rover wheels clipping into the ground and being immobilized. See here. Only happens when i tweakscale em down..any suggestions? Im using the retractable rover wheel. It works fine at stock scale. But once its scaled down..it clips into the ground and runway. Thanks!

MikeO89

Sr. Spacecraft Engineer

● ● ●

Members

58

266 posts

Posted October 16, 2018

Report post

1.5 is flagging this mod as incompatible. I haven't checked if it still works or not.

KSP videos

https://www.youtube.com/user/MikeO32989/videos

FreeThinker

Interstellar Engineer

● ● ● ● ●

Members

2,800

7,164 posts

Posted October 16, 2018

Report post

> On 10/16/2018 at 6:28 AM, MikeO89 said:
>
> 1.5 is flagging this mod as incompatible. I haven't checked if it still works or not.

@pellinor It probably only need a recompile

pellinor
Miniature Builder

●●●●

Members

➕ 520

935 posts

Report post

I have to admit I missed the release, just downloading the game now...

Considering the scaletypes, I'm not really sold on adding many intermediate values. 1.875 is a stock scale now, so that one will probably get used a lot. Tbh, I never used any exact intermediate scale other than 1.875m myself.

For more exotic scales, everyone knows there is a slider for intermediate values right? So basically we are arguing about the ergonomics of some use cases avoiding the slider versus others having to click the arrows an additional one or two times.

pellinor
Miniature Builder

●●●●

Members

➕ 520

935 posts

Report post

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.

You, Drew Kerman and Joal ban Kluane like this
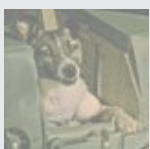
⚠ **This topic is now closed to further replies.**

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

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