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[1.4.x] TweakScale v2.3.1.2(Apr-16)

by pellinor, March 9, 2013 in Kerbal Mod Development

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popos1
Senior Aerospace Engineer
★★★
Members
0 posts
Posted March 24, 2018

Is there some config for this mod to delete duplicated stock part to get one size and just later resize?

JedTech likes this

londirth
Senior Aerospace Engineer
★★★
Members
134 posts
Location: Behind you

Posted March 24, 2018

On 3/24/2018 at 4:24 AM, popos1 said:

Is there some config for this mod to delete duplicated stock part to get one size and just later resize?

The mod Janitor's Closet will let you delete parts.

Modding Maniac
Spacecraft Engineer
★★★
Members
69 posts
Posted March 24, 2018

I found the jettech making history configs, what do i do with them (also it wont let me download them)

Gamedata/Tweakscales/patches

viperwolf
Spacecraft Engineer
★★★
Members
130 posts
Posted March 25, 2018

On 3/24/2018 at 4:29 PM, Modding Maniac said:

I found the jettech making history configs, what do i do with them (also it wont let me download them)

Gamedata/Tweakscales/patches

Modding Maniac
Spacecraft Engineer
★★★
Members
69 posts
Posted March 25, 2018

On 3/25/2018 at 10:04 PM, viperwolf said:

Gamedata/Tweakscales/patches

so just copy and paste them into there

viperwolf
Spacecraft Engineer
★★★
Members
130 posts
Posted March 25, 2018

On 3/25/2018 at 10:47 PM, Modding Maniac said:

so just copy and paste them into there

Yes, just paste the making history folder in . You will see a BTL aerospace and a Squad folder along with several others, just paste it there.

Modding Maniac
Spacecraft Engineer
★★★
Members
69 posts
Posted April 7, 2018

ok, i tried download the making history folder, i cant copy and paste it, w t f i do i do

viperwolf
Spacecraft Engineer
★★★
Members
130 posts
Posted April 7, 2018

On 4/7/2018 at 7:00 PM, Modding Maniac said:

ok, i tried download the making history folder, i cant copy and paste it, w t f i do i do

@viperwolf It seems the link is broke for some people.

Modding Maniac
Spacecraft Engineer
★★★
Members
12 posts
Posted April 7, 2018

On 4/7/2018 at 9:20 PM, viperwolf said:

@viperwolf It seems the link is broke for some people.

how do i fix it....

viperwolf
Spacecraft Engineer
★★★
Members
130 posts
Posted April 7, 2018

On 4/7/2018 at 10:03 PM, Modding Maniac said:

how do i fix it....

You cant fix it, he has to re-link it. that is why i linked him to your problem.

Modding Maniac
Spacecraft Engineer
★★★
Members
12 posts
Posted April 8, 2018

On 4/7/2018 at 10:06 PM, viperwolf said:

You cant fix it, he has to re-link it. that is why i linked him to your problem.

ohohoho

Kalem likes this

JedTech
KSPer
★★★★
Members
175 posts
Posted April 11, 2018

I've uploaded the configs to Spacedock: https://spacedock.info/mod/1806/Tweakscale Configs for Making-History

Requires TweakScale from the mod repository.

Licence is WTFPL http://www.wtfpl.net/

Please make sure to Delete these configs once TweakScale is updated to avoid duplicate config problems.

You and leatherneck6017 like this

leatherneck6017
Trainee
★★★
Members
230 posts
Posted April 17, 2018

On 4/11/2018 at 5:28 AM, JedTech said:

Licence is WTFPL http://www.wtfpl.net/

I had no idea that was even a thing, got a good chuckle out of reading that website.

Thanks for making a easier to get the configs.

JedTech likes this

Report post

Add your likes and sub-categories for Filter Extension: Wear Filter Extension Configs

Tyko
Spacecraft Engineer
★★★
Members
0 posts
Location: Siberia, Russia
Posted April 14, 2018

I've uploaded the configs to Spacedock: https://spacedock.info/mod/1806/Tweakscale Configs for Making-History

Requires TweakScale from this thread.

Licence is WTFPL http://www.wtfpl.net/

Please make sure to Delete these configs once TweakScale is updated to avoid duplicate config problems.

Devian Lin
Spacecraft Engineer
★★★
Members
0 posts
Location: Siberia, Russia
Posted April 17, 2018

On 4/11/2018 at 5:28 AM, JedTech said:

I've uploaded the configs to Spacedock: https://spacedock.info/mod/1806/Tweakscale Configs for Making-History

Requires TweakScale from this thread.

Licence is WTFPL http://www.wtfpl.net/

Please make sure to Delete these configs once TweakScale is updated to avoid duplicate config problems.

Hi sorry, but https://forum.kerbalspaceprogram.com/index.php?/topic/131540-1-tk-tweakscale-v22hfixpr-25-fdp-fixfixfixmembersupmem-232292

Thanks! but I'm getting an error from spacedock when I click "download".

Catatau_27
Spacecraft Engineer
★★★
Members
18 posts
Posted April 17, 2018

On 4/11/2018 at 5:28 AM, JedTech said:

Es correspondiente a configurações para Spacedock: https://spacedock.info/mod/1806/Tweakscale Configs para Making-History

Requer TweakScale deste thread.

A licença é WTFPL http://www.wtfpl.net/

Por favor, certifique-se de remover essas configurações, uma vez que TweakScale é atualizado para evitar problemas de configuração duplicados.

Eu acho que o erro de "SSL internal error" é sugerir share another mirror!

JedTech
KSPer
★★★★
Members
175 posts
Posted April 12, 2018

On 4/11/2018 at 2:40 PM, Catatau_27 said:

Es correspondiente a configurações para Spacedock: https://spacedock.info/mod/1806/Tweakscale Configs para Making-History

Requer TweakScale deste thread.

A licença é WTFPL http://www.wtfpl.net/

Por favor, certifique-se de remover essas configurações, uma vez que TweakScale é atualizado para evitar problemas de configuração duplicados.

Spacedock is out of service "SSL internal error" i suggest share another mirror!

Just tried, spacedock download is working right now.

pellinor
Research Scientist
★★★★
Members
137 posts
Posted April 16, 2018 (edited)

Update: TweakScale v2.3.1.2

- configs for new parts
- fix for exceptions
- fix for solar panels
- recompile for KSP 1.4.2

Thanks for the pull requests!

Edited April 16, 2018 by pellinor

Gordon Dry, Tarmen, Beetlecat and 6 others like this

shoe7ness
Research Scientist
★★★★
Members
27 posts
Posted April 24, 2018 (edited)

Hi, I'm using the latest version (v2.3.1.2) and I've noticed that when I use a tweakscale config that works in my game (that are highly parameterized, but can't exactly yet quite for goes too far) in eventual packs (like RSS/RSS) where there are a lot of MM configs that contradict the intent of the file (so I originally created a tweakscale config that added that tweakscale to every part in the game, it worked great and could (after a few hiccups with other tweakscale MM's superseding it and disabling them) allow me to scale everything in game

Spoiler

Now I'm attempting to adapt this to my 1.3.1 RSS/RSS pack and can get it to either tweakscale everything or just a handful of things and it works great, but when I try to tweakscale a specific subset of parts (specifically the Kerbalism parts) it doesn't work. I've tried to make a new config that starts around every part in something like 10% of their normal size, I then step the size up to 125% and it shows a 200% version of each part, then I step it down once and it shows 50% but that is the default scale of the part I'm working with. This is a huge pain to deal every time I want to add a part to the tweakscale config, so I'm trying to make a single tweakscale config that works for all parts that I'm having loaded in my game (and I've made a MM patch that can do this) I believe it would make my original goal more stable and versatile. So what I need help on is that first "extreme" where it allows tweakscale to apply to everything but I need the defaultScale to be the default scale of the part by adding the modules to and that's where I could use some help. I'm about to try the following script but since the default scale is some in of 0.x, 2.x I don't believe it will take. My next idea will be to set default scale to the minute factor of the part, which will be 0.001 for most of the parts I'm working with, but I don't know if that will work either. Is there a way to do what I'm attempting without delving into I thought I'd ask if anyone has an MM patch that can do this? I believe it would make my original goal more stable and versatile in that I should be able to add to any scaled system or alternate planet pack, or add any part mod and have tweakscale module added by default. Here's the patch I'm currently about to test

Spoiler

Thanks for any help/advice you can give me in advance

If I can't find any help and one of the above methods works I'll post the "winning" script for anyone that wants it in the future.

Edit, the first method didn't work, going to the second setup now

Edited April 25, 2018 by shoe7ness

```
@PART:NEEDS[Tweakscale]:FOR[Tweakscale]
{
    name = Item
    freeScale = true
    defaultScale = 100
    minScale = 1
    maxScale = 10, 50, 100, 200, 400
    incrementSlide = 1, 1, 1, 5
}
```

But following our will and wind, we may just go where to one's been.

Nor's too the spiral in the end, and may just go where to one's been.

Spiral out. Keep going....

pellinor
Research Scientist
★★★★
Members
137 posts
Posted April 26, 2018

By setting the type to "free" you tell the module to use these intervals for the scaling slider

```
@SCALEFITTER
{
    name = Item
    freeScale = true
    defaultScale = 100
    minScale = 1
    maxScale = 10, 50, 100, 200, 400
    incrementSlide = 1, 1, 1, 5
}
```

DefaultScale is which number the unscaled part should correspond to. In a 5-based type the defaultScale should always stay at 100. (of course you still need to overwrite it if the old config used a different scale/type)

shoe7ness
Research Scientist
★★★★
Members
27 posts
Posted April 26, 2018 (edited)

By setting the type to "free" you tell the module to use these intervals for the scaling slider

```
@SCALEFITTER
{
    name = Item
    freeScale = true
    defaultScale = 100
    minScale = 1
    maxScale = 10, 50, 100, 200, 400
    incrementSlide = 1, 1, 1, 5
}
```

DefaultScale is which number the unscaled part should correspond to. In a 5-based type the defaultScale should always stay at 100. (of course you still need to overwrite it if the old config used a different scale/type)

Thank you!

Edit: I'm not supposing to ask, or least I believe, is that since I wasn't touching default scale before, just setting it to freescale, other patches were changing the scalefactor, after my patch (you rawring through I'm assuming the leftover scalefactor left over getting used on that instead of whatever it was before (clean, etc.), making most bits start at 125%. So fixing it should be as easy as adding in 'Scale Type[Before I create the free scalefactor that may any information from other patches for scalefactor variables gets pushed out and then my patch comes through, sets the scalefactor to freescale and sets the defaultscale to 100 (which should be all I need)

Result:

```
@PART:[~]:HAS[!MODULE[FreeScaleFitter]]:AFTER[Mine]:needs=Tweak[]
{
    +MODULE{freeScale=[ ]}
    %MODULE{defaultScale=[ ]}
    {
    name = Item
    type = free
    tweakscale = 100 // Actually, since this is now a blank TweakScale module, shouldn't it default to this anyway?
    }
}
```

Typoing?

Now this works exactly as intended. May be "seven breaking" if you are trying for a completely realistic RP-1 career where large engines and fuel tanks should be obtainable from the start, however that is up to the user to decide how it is used (great power, great cost, yeah). Personally I use this because after so many parts are added in my game that I end up with parts that ALMOST align with other ones or ones that I want had a smaller version for smaller craft (Science-R being one of those, as well as construction pieces like girders and the Mag and tweaking the scale on a particular basis allows me to build my ships/planes so much easier. Thanks for your help @pellinor, I hadn't even thought of the fact that I had tweakscales for all new free scalefitters and that was the cause.

Edited April 26, 2018 by shoe7ness

Gordon Dry, Tarmen, Beetlecat and 6 others like this

Fireheart218
Spacecraft Engineer
★★★
Members
0 posts
Location: Starting at the big red button
Posted April 26, 2018

Anyone knows if there's a fix for the TweakscaleWheelPanels compatibility problems for 1.3.1?

Resizing an engine will, sometimes, change its mass to a negative number, causing the craft to either float in 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 anything yet fixes it.

PSA - IF YOUR ROBOTICS ARE FLOPPY, SQUISHY, OR JUST PLAIN SUCK, TRY SETTING DAMPING TO ZERO

I have nothing else to put here.</p>

Doomthing0
Spacecraft Engineer
★★★
Members
0 posts
Posted May 2, 2018

Does anyone have any configs for tweaking parts to be CYTRECK'd large? Like SWSonic large.

Nicky21
Spacecraft Engineer
★★★
Members
196 posts
Posted June 8, 2018

Tweakscaling CPT wings does not update the center of lift.

Is there a trick to display the center of lift properly ?

Tonas1997
Spacecraft Engineer
★★★
Members
0 posts
Location: Chilling on the Deep Space Gateway
Posted June 16, 2018

Recieving an engine with, 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 anything yet fixes it.

This topic is now closed to further replies.

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