

# [>= 1.4] TweakScale - Under Lisias' Management - 2.4.3.3 - 2019-0814

[Follow](#)

60

By Lisias, October 16, 2018 in [Add-on Releases](#)

[+ Add Tag](#)

Rate this topic

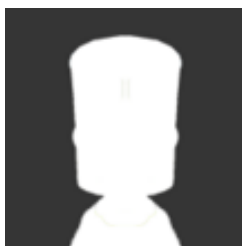
[Start new topic](#)[Reply to this topic](#)

« [PREV](#) [20](#) [21](#) [22](#) [23](#) [24](#) **[25](#)** [26](#) [27](#) [28](#) [29](#) [30](#) [NEXT](#) »

Page 25 of 33

## ApolloGame

Newbie



New Members

+1

3 posts

Posted July 29 (edited)

[Report post](#)

Hi Liasias,

I got four "Show Stoppers" after starting my game. Btw. the [CKAN](#) installation broke on my computer too. It only installed the three patchfiles (MarkIV.cfg, ...) from the main directory. A manual installation fixed that in my case too.

I was rather surprised (in a positive way) that I got only four fatale errors (I have more than 200 mods installed). So I looked into the files but couldn't find the problem. The log extraction:



Quote

[LOG 18:57:14.184] [TweakScale] WARNING:  
\*\*FATAL\*\* Found a showstopper problem on  
MI.Radial.Wedge.LG.M (RW-LWES1 - Large Short  
Radial Wedge Tank Extender).

[LOG 18:57:14.184] [TweakScale] ERROR: **\*\*FATAL\*\***  
Part MI.Radial.Wedge.LG.M (RW-LWES1 - Large Short  
Radial Wedge Tank Extender) has a fatal problem due  
having duplicated properties - see issue [#34](  
[https://github.com/net-lisias-  
ksp/TweakScale/issues/34](https://github.com/net-lisias-ksp/TweakScale/issues/34) ).

[LOG 18:57:14.184] [TweakScale] WARNING:  
**\*\*FATAL\*\*** Found a showstopper problem on  
MI.Radial.Wedge.LG.ML (RW-LWE1 - Large Radial  
Wedge Tank Extender).

[LOG 18:57:14.184] [TweakScale] ERROR: **\*\*FATAL\*\***  
Part MI.Radial.Wedge.LG.ML (RW-LWE1 - Large  
Radial Wedge Tank Extender) has a fatal problem due  
having duplicated properties - see issue [#34](  
[https://github.com/net-lisias-  
ksp/TweakScale/issues/34](https://github.com/net-lisias-ksp/TweakScale/issues/34) ).

[LOG 18:57:14.184] [TweakScale] WARNING:  
**\*\*FATAL\*\*** Found a showstopper problem on  
MI.Radial.Wedge.LG.S (RW-LS1 - Large Short Radial  
Wedge Tank).

[LOG 18:57:14.185] [TweakScale] ERROR: **\*\*FATAL\*\***  
Part MI.Radial.Wedge.LG.S (RW-LS1 - Large Short  
Radial Wedge Tank) has a fatal problem due having  
duplicated properties - see issue [#34](  
[https://github.com/net-lisias-  
ksp/TweakScale/issues/34](https://github.com/net-lisias-ksp/TweakScale/issues/34) ).

[LOG 18:57:14.185] [TweakScale] WARNING:  
**\*\*FATAL\*\*** Found a showstopper problem on  
MI.Radial.Wedge.LG.T (RW-LT1 - Large Radial Wedge  
Tank).

[LOG 18:57:14.185] [TweakScale] ERROR: **\*\*FATAL\*\***  
Part MI.Radial.Wedge.LG.T (RW-LT1 - Large Radial  
Wedge Tank) has a fatal problem due having  
duplicated properties - see issue [#34](  
[https://github.com/net-lisias-  
ksp/TweakScale/issues/34](https://github.com/net-lisias-ksp/TweakScale/issues/34) ).

The cause is "Fuel Tank Expansion Rebuilt" currently  
maintained by linuxgurugamer (many thanks to you,  
[@linuxgurugamer](#), for your fantastic work, keeping those  
mods alive!). But none of this four parts seem to differ  
from e.g. the part "MI\_Radial\_Wedge\_SM\_S" that is also a

part of this mod and isn't reported.

What I can I do to find the source of this problem?

Edited July 29 by ApollosGame

+ Quote



## Lisias

Boldly crashing what no Kerbal  
has crashed before!



Members

+ 2,239

2,313 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

Posted July 29 (edited)

Report post



On 7/29/2019 at 2:52 PM, ApollosGame said:



Hi Liasias,

I got four "Show Stoppers" after starting my game.  
Btw. the CKAN installation broke on my computer too.  
It only installed the three patchfiles (MarkIV.cfg, ...) from the main directory. A manual installation fixed that in my case too.

I was rather surprised (in a positive way) that I got only four fatale errors (I have more than 200 mods installed). So I looked into the files but couldn't find the problem. The log extraction:

The cause is "Fuel Tank Expansion Rebuilt" currently maintained by linuxgurugamer (many thanks to you, @linuxgurugamer, for your fantastic work, keeping those mods alive!). But none of this four parts seem to differ from e.g. the part "MI\_Radial\_Wedge\_SM\_S" that is also a part of this mod and isn't reported.

What I can I do to find the source of this problem?

Already known and fixed problem, waiting being merged on the main distribution of Munar Industries.

<https://github.com/linuxgurugamer/ModularFuelTankExpansion/pull/2>

Until there, download this patch:

- [https://github.com/net-lisias-kspw/ModularFuelTankExpansion/blob/pull\\_request/2019-](https://github.com/net-lisias-kspw/ModularFuelTankExpansion/blob/pull_request/2019-)

[0722/GameData/MunarIndustries/MFTX\\_TweakScale.cfg](#) (click on "Raw")

and overwrite the current  
GameData/MunarIndustries/MFTX\_TweakScale.cfg . This  
will fix this problem.

— — —

AND YESSSS... I fixed the patches, issued the pull  
request **and plain forgot to tell the guy**. Some geriatrician  
playing KSP around here? 🙄

Edited July 29 by Lisias

uh... post edit.



Quote Edit

linuxgurugamer likes this

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

## EnterTheNameHere

Curious George



Members



3  
4 posts

Posted July 29

Report post

CKAN user here.

I compared files inside the v2.4.3.1 archive CKAN  
downloads to it's cache and files CKAN displays as content  
of entry for TweakScale - and I see only files inside the  
"Extra" folder are displayed!

If I delete the "Extra" folder, CKAN will then display all the  
files inside GameData folder and successfully installs them  
too, making TweakScale v2.4.3.1 working. (it installs from  
cache, so it installs from the archive I deleted the "Extra"  
folder from)

So at 99% it's the "Extra" folder which somehow makes  
CKAN to fail.



Quote

You like this



## ApollosGame

Newbie

Posted July 29

Report post



New Members

+ 1

3 posts

Wow - that was a fast reply!

Thank you for your help and the great work your doing in supporting these mods and so helping KSPs community to stay alive. 🐼



Quote

You like this



## linuxgurugamer

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



Members

+ 12,824

16,172 posts

Location: At SpaceTux Industries HQ

Posted July 29

Report post



On 7/29/2019 at 3:42 PM, Lisias said:



AND YESSSS... I fixed the patches, issued the pull request **and plain forgot to tell the guy.**  
Some geriatrician playing KSP around here

The patch has been merged and released



Quote

You like this



I stream on Twitch on Sunday evenings:

<https://www.twitch.tv/linuxgurugamer>

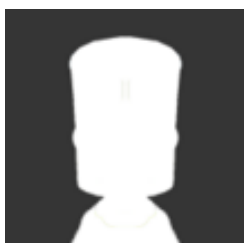
**Read this BEFORE asking for**

**support:** <http://forum.kerbalspaceprogram.com/index.php?/topic/83212-how-to-get-support-read-first/>



## HawkEngineer

Rocketeer



Members

+ 4

Posted July 29

Report post



On 7/29/2019 at 12:45 PM, Lisias said:



Let's see:

The "Failed check" one is this:

```
[LOG 10:49:36.945] [TweakScale]
ERROR: part=wingShuttleStrake
(Big-S Wing Strake) Exception on
Sanity Checks:
System.NullReferenceException:
Object
    at ConfigNode.CopyToRecursive
    (.ConfigNode node, Boolean
    overwrite) [0x00000] in <filename
    unknown>:0
    at ConfigNode.CopyToRecursive
    (.ConfigNode node, Boolean
    overwrite) [0x00000] in <filename
    unknown>:0
    at ConfigNode.CopyToRecursive
    (.ConfigNode node, Boolean
    overwrite) [0x00000] in <filename
    unknown>:0
```

I will try to reproduce it in the next days, I ask for patience, it's working days for me. Be informed that besides that part is being mentioned, it may not be the "culprit", but what I call 'Screaming Victim'. Don't bother the Maintainer yet, let me check it carefully to understand what's really happening. You can send me the ModuleManager cache files (so I can eye ball them) if you know how - otherwise, please wait some days. And don't use that part for now, just in case (it may be fine, or it may bork - it's not knowing the problem).

The "support withdraw" thingy is:

```
[LOG 10:49:36.985] [TweakScale]
WARNING: Removing TweakScale
support for EnginePlate1p5 (EP-18
Engine Plate).
[LOG 10:49:36.985] [TweakScale]
ERROR: Part EnginePlate1p5 (EP-18
Engine Plate) didn't passed the
sanity check due EP-18 Engine
Plate.
[LOG 10:49:36.985] [TweakScale]
WARNING: Removing TweakScale
support for EnginePlate2 (EP-25
Engine Plate).
[LOG 10:49:36.985] [TweakScale]
ERROR: Part EnginePlate2 (EP-25
Engine Plate) didn't passed the
sanity check due EP-25 Engine
Plate.
```

These 9 ones is on me. These parts use a thing called MODULEPARTVARIANT that happens to change the mass of the variant, something that I will implement now on the 2.4.4.x series (that I'll start working on this Weekend). This is not a problem, as the parts will not use TweakScale for now, you can use them normally (the just can't be scaled by now) - but once I publish a DLL that does the job, everything will just works. And without breaking anything in use. 🤖

There're other reasons to have TweakScale support withdrawn, but these 9 ones you listed are just what I said.

My apologies for the nuisance, but I need to know what parts on the Wild need some care from TweakScale - and I don't have the time to check it myself. You can safely keep going on the game, the Message disappears by clicking on the button, by waiting the timeout or by starting a game - what happens first.

— — — —

@HawkEngineer , @MaeharaProjekt ,

@Rafael acevedo , @falcoon , @whitespacekill



@farnayway

Whoever manages to report this, please include me in the loop. I have some ideas about what can be happening, and there's a chance CKAN is just part of a **collective bork** (you need a lot of help to screw up some things!) instead of being the problem. In a way or another, I want to confirm my hypothesis before trying random thing and making things worse.

-- -- --

@Marut

- try installing it from SpaceDock, CurseForce or Github if you are in a rush. It worked for the guys.

@Lisias,

Here's the link to the ModuleManager cache file you requested:

<https://www.dropbox.com/s/a1tu9piuzk8xri9/modulemanager.configcache?dl=0>



Quote



## Lisias

Boldly crashing what no Kerbal has crashed before!



Members

+ 2,239

2,313 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

Posted July 29 (edited)

Report post



On 7/29/2019 at 5:31 PM, HawkEngineer said:



@Lisias,

Here's the link to the ModuleManager cache file you requested:

<https://www.dropbox.com/s/a1tu9piuzk8xri9/modulemanager.configcache?dl=0>

No problems detected on that part:



Reveal hidden contents



So your game is good to go, no worries. I wondering what caused that NRE on you, and it appears to be something internal to KSP. From that stack-dump, I learnt that KSP makes a copy of the data before giving it to us, so perhaps I'm abusing the garbage collector? Your config cache is somewhat large, and with KSP guts making a copy of every ConfigNode I ask to be inspected, the GC must be working as crazy on this.

I'm stuck for now, but I will archive the data and this post for further analysis. If this happens again, let me now. I'm specially interested if the problem would happen every time to the same part or if this will vary as the times goes by.

— — —

**@HawkEngineer** I got an idea on this - it may be a race condition I'm trying to overcome at startup, when another Add'Ons and DLCs also do some business they need. Since TweakScale is the one nosy that wants to pry in everything and the kitchen's sink, it's usual that we stomp our toes. I will try something on the Experimental versions - would you like to test it? You will need to use it on a backup game, that thing is experimental!

**Edited July 30 by Lisias**

yeah. typos. but you already knew it.

+

Quote

Edit

HawkEngineer likes this

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

Lisias

Boldly crashing what no Kerbal has crashed before!



Members

Posted July 29 (edited)

Report post

▼

On 7/29/2019 at 4:06 AM, whitespacekilla said:

<cut> Another complaint about the already broken CKAN version: it included all of the BreakingParts patches with no warning.

▼

On 7/29/2019 at 3:46 PM, EnterTheNameHere

+ 2,239

2,313 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

said:

CKAN user here.

I compared files inside the v2.4.3.1 archive CKAN downloads to it's cache and files CKAN displays as content of entry for TweakScale - and I see only files inside the "Extra" folder are displayed!

<cut>

Now things makes some sense. CKAN is taking the first directory it finds on the ZIP and exploding it to the GameData, no matter the name of the directory.

However, virtually **all** of the KSP.log I got here showed that Scale\_Redist.dll was installed - what tricked me into believing the package was corrupted. My mistake, this file is meant to be redistributed by others Add'Ons.

Terribly frustrating, but at least it's something that I handle do to make things right.

Could some good soul confirm to me if this is what I need to submit to CKAN Meta in order to make things right?

```
{
  "spec_version"      : "v1.2",
  "$kref"              :
  "#/ckan/spacedock/127",
  "$vref"              : "#/ckan/ksp-
  avc",
  "identifier"         :
  "TweakScale",
  "name"               : "TweakScale
  - Rescale Everything!",
  "abstract"           : "TweakScale
  lets you change the size of a part.
  Not just that, but it will figure out
  how much fuel is in the resized part.
  And if it's an engine, it will become
  more powerful by scaling it bigger,
  or weaker by scaling it smaller.",
  "license"            : "CC-BY"
```

The "install" thingy is what I added to the meta file. As

soon someone that knows about these things confirm it, I will submit a pull request to the [CKAN](#) Meta repository.

Edited July 29 by Lisias

kinda of typo...



Quote Edit

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

## Jacke

Rocket Scientist



Members

+ 761

1,157 posts

Posted July 29

Report post

On 7/29/2019 at 7:58 PM, Lisias said:

Could some good soul confirm to me if this is what I need to submit to [CKAN](#) Meta in order to make things right?

```
{
  "spec_version"      : "v1.2",
  "$kref"             :
  "#/ckan/spacedock/127",
  "$vref"             :
  "#/ckan/ksp-avc",
  "identifier"        :
  "TweakScale",
  "name"              :
  "TweakScale - Rescale Everything!",
  "abstract"          :
  "TweakScale lets you change the
size of a part. Not just that,
but it will figure out how much
fuel is in the resized part. And
if it's an engine, it will become
more powerful by cooling it
```

The "install" thingy is what I added to the meta file. As long someone that knows about these things confirm it, I will submit a pull request to the [CKAN](#) Meta repository.

Perhaps someone with greater knowledge of this file syntax could comment. Say, [@HebaruSan](#) or [@linuxgurugamer](#) ?



Quote

You like this



Read this BEFORE asking for

support: <http://forum.kerbalspaceprogram.com/index.php?/topic/83212-how-to-get-support-read-first/>

Jacke - the 'e' is silent

Glaran K'erman 2016 May 4: Ya know, I thought KSP was only teaching me rocket science. But with all these bugs I get to learn

## linuxgurugamer

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



Members

+ 12,824

16,172 posts

Location: At SpaceTux Industries HQ

Posted July 29

Report post



On 7/29/2019 at 7:58 PM, Lisias said:



Now things makes some sense. CKAN is taking the first directory it finds on the ZIP and exploding it to the GameData, no matter the name of the directory.

However, virtually **all** of the KSP.log I got here showed that Scale\_Redist.dll was installed - what tricked me into believing the package was corrupted. My mistake, this file is meant to be redistributed by others Add'Ons.

Terribly frustrating, but at least it's something that I handle do to make things right.

Could some good soul confirm to me if this is what I need to submit to CKAN Meta in order to make things right?

```
{
  "spec_version"      : "v1.2",
  "$kref"             :
  "#/ckan/spacedock/127",
  "$vref"             :
  "#/ckan/ksp-avc",
  "identifier"        :
  "TweakScale",
  "name"              :
  "TweakScale - Rescale
Everything!",
  "abstract"          :
  "TweakScale lets you change the
size of a part. Not just that,
but it will figure out how much
fuel is in the resized part. And
if it's an engine, it will become
more powerful by cooling it
```

The "install" thingy is what I added to the meta file. As soon someone that knows about these things confirm it, I will submit a pull request to the CKAN Meta repository.

I was just coming here to report this issue, and I see you have a fix ready to go.

Looks correct, go ahead and submit



Quote

You like this



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/>



**Lisias**

Boldly crashing what no Kerbal  
has crashed before!



Posted July 29

Report post



On 7/29/2019 at 8:28 PM, linuxgurugamer said:





Members

+ 2,239

2,313 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

I was just coming here to report this issue, and I see you have a fix ready to go.

Looks correct, go ahead and submit

Thank you.



Quote

Edit

EnterTheNameHere likes this

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

## Critter79606

Spacecraft Engineer



Members

+ 74

195 posts

Posted July 29 (edited)

Report post



@Lisias Bad news. Just put the latest tweakscale (2.4.3.1) and Modular Fuel Tank Expansion Rebuilt (0.9.6.5 with the patch you gave LGG) on my system, and it blew up.

```
12 errors related to GameData/ModRocketSys/Patches/MRS_TweakScale.cfg
5 errors related to GameData/OPT_Legacy/MM_Patches/OPT_TweakScale2.cfg
30 errors related to GameData/SXT/Patches/ModCompatibility/SXT_TweakScale.cfg
6 errors related to GameData/TundraExploration/Patches/Extra_Tweakscale.cfg
4 errors related to GameData/KerbalReusabilityExpansion/TweakScale.cfg
2 errors related to GameData/MiningExpansion/Patch/SME_Tweakscale.cfg
20 errors related to GameData/Mk3Expansion/Patches/M3X_Tweakscale.cfg
```

ModuleManager: 30126 patches applied, found 79 errors

Log is here <https://drive.google.com/open?id=1p1pJVB1PcKbl3kiPKN7FAkbKE23VtUnK>

I'm going to try to roll back to the versions I had yesterday.

Edit:

@Lisias It looks like (part of) it was a CKAN issue. I grabbed the prior version from github, went to compare them, and the entire layout was screwed up. Obviously there is an issue upgrading between these versions via CKAN. I uninstalled (which left files there), deleted the directory, reinstalled, and now everything came up without

error.

Edit again:

**@Lisias** When switching screens it gave me this warning (at least it's not errors)



Looks like parts from the following: B9, Firespitter, Mk3Expansion, NearFuture\*, MakingHistory(squad), SXT, TundraExploration

New logs here <https://drive.google.com/open?id=1TUJkYIC-N8lurDchbb2dnH4JnF-J0712>

Is this mainly due to using wildcards in the tweakscale modifications?

Edited July 29 by Critter79606

More info

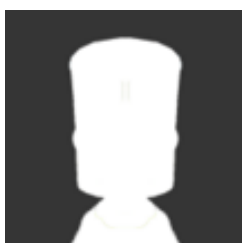
 Quote



**Rafael acevedo**

Internal/external ballistics

master



Posted July 29

Report post 

▼ On 7/29/2019 at 12:45 PM, Lisias said: 

The "support withdraw" thingy is:



```
[LOG 10:49:36.985] [TweakScale]
WARNING: Removing TweakScale
support for EnginePlate1p5 (EP-18
Engine Plate).
[LOG 10:49:36.985] [TweakScale]
ERROR: Part EnginePlate1p5 (EP-18
Engine Plate) didn't passed the
sanity check due EP-18 Engine
Plate.
[LOG 10:49:36.985] [TweakScale]
WARNING: Removing TweakScale
support for EnginePlate2 (EP-25
Engine Plate).
[LOG 10:49:36.985] [TweakScale]
ERROR: Part EnginePlate2 (EP-25
Engine Plate) didn't passed the
sanity check due EP-25 Engine
Plate.
```

Lisias,

Some additional ones to the ones reported above mostly SXT. don't know what the feline utility rover errors are all about. thanks for all your help

```
[LOG 06:25:36.929] [TweakScale] WARNING: NULL
ConfigNode for
KerbetrotterLtd/FelineUtilityRover/Parts/Mods/Kerbal
Inventory Sytem/Canister_KIS/Lynx_CanisterKIS (unholly
characters on the name?). Trying partConfig instead!
[LOG 06:25:36.929] [TweakScale] WARNING: NULL
ConfigNode for
KerbetrotterLtd/FelineUtilityRover/Parts/Mods/Kerbal
Inventory Sytem/Canister_KIS/Lynx_CanisterKIS (unholly
characters on the name?). Trying partConfig instead!
[LOG 06:25:36.929] [TweakScale] WARNING: NULL
ConfigNode for
KerbetrotterLtd/FelineUtilityRover/Parts/Mods/Kerbal
Inventory Sytem/Freight_KIS/Lynx_FreightKIS (unholly
```

characters on the name?). Trying partConfig instead!

[LOG 06:25:36.929] [TweakScale] WARNING: NULL

ConfigNode for

KerbetrotterLtd/FelineUtilityRover/Parts/Mods/Kerbal  
Inventory Sytem/Freight\_KIS/Lynx\_FreightKIS (unholly  
characters on the name?). Trying partConfig instead!

[LOG 06:25:36.970] [TweakScale] WARNING: NULL

ConfigNode for Squad/Parts/Engine/liquidEngineLV-  
1\_v2/liquidEngineLV-1R\_v2/radialEngineMini\_v2 (unholly  
characters on the name?). Trying partConfig instead!

[LOG 06:25:36.971] [TweakScale] WARNING: NULL

ConfigNode for Squad/Parts/Engine/liquidEngineLV-  
1\_v2/liquidEngineLV-1R\_v2/radialEngineMini\_v2 (unholly  
characters on the name?). Trying partConfig instead!

[LOG 06:25:37.009] [TweakScale] WARNING: Removing  
TweakScale support for SXTAirbag (Mk10-XL Inflatable  
Airbag).

[LOG 06:25:37.009] [TweakScale] ERROR: Part SXTAirbag  
(Mk10-XL Inflatable Airbag) didn't passed the sanity check  
due Mk10-XL Inflatable Airbag.

[LOG 06:25:37.009] [TweakScale] WARNING: Removing  
TweakScale support for SXTAirbagSmall (Mk-10 Inflatable  
Airbag).

[LOG 06:25:37.009] [TweakScale] ERROR: Part  
SXTAirbagSmall (Mk-10 Inflatable Airbag) didn't passed  
the sanity check due Mk-10 Inflatable Airbag.

[LOG 06:25:37.009] [TweakScale] WARNING: Removing  
TweakScale support for SXTfloatFront (LF-01A Sea-Float  
End).

[LOG 06:25:37.009] [TweakScale] ERROR: Part  
SXTfloatFront (LF-01A Sea-Float End) didn't passed the  
sanity check due LF-01A Sea-Float End.

[LOG 06:25:37.010] [TweakScale] WARNING: Removing  
TweakScale support for SXTfloatMid (LF-01B Sea-Float  
Midsection).

[LOG 06:25:37.010] [TweakScale] ERROR: Part SXTfloatMid  
(LF-01B Sea-Float Midsection) didn't passed the sanity  
check due LF-01B Sea-Float Midsection.

[LOG 06:25:37.010] [TweakScale] WARNING: Removing  
TweakScale support for SXTfloatOutboard (LF-01B Sea-  
Float Outtrigger).

[LOG 06:25:37.010] [TweakScale] ERROR: Part  
SXTfloatOutboard (LF-01B Sea-Float Outtrigger) didn't  
passed the sanity check due LF-01B Sea-Float Outtrigger.

[LOG 06:25:37.019] [TweakScale] INFO:

TweakScale::WriteDryCost: Concluded : 0 checks failed ; 0 parts with issues overruled ; 0 Show Stoppers found; 14 Sanity Check failed;



Quote



## Lisias

Boldly crashing what no Kerbal has crashed before!



Members

+ 2,239

2,313 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

Posted July 29

Report post



On 7/29/2019 at 9:05 PM, Critter79606 said:



@Lisias

Looks like parts from the following: B9, Firespitter, Mk3Expansion, NearFuture\*, MakingHistory(squad), SXT, TundraExploration

New logs here <https://drive.google.com/open?id=1TUJkYIC-N8IurDchbb2dnH4JnF-J0712>

Is this mainly due to using wildcards in the tweakscale modifications?

Ugh. I borked beautifully on the log message. #facePalm

What I can tell you for sure: whatever is the problem with these parts, failing a sanity check means that TweakScale found a known issue and withdrew support for the parts to avoid them crashing KSP.

Firespitter, SXT and MakingHistory are mainly lack of proper support and will be handled on the 2.4.4 series. The related issues are:

- <https://github.com/net-lisias-ksp/TweakScale/issues/9>
- <https://github.com/net-lisias-ksp/TweakScale/issues/13>
- <https://github.com/net-lisias-ksp/TweakScale/issues/14>

These parts are not working, they never worked without issues. But they will in the next months as I properly add support for these things.

Looking on your installed Add'Ons, I realized that your installment is also suffering from:

- <https://github.com/net-lisias-ksp/TweakScale/issues/15>

That **always** leads to

- <https://github.com/net-lisias-ksp/TweakScale/issues/12>

and this last one is the one that were crashing games relentlessly in the past.

This is an unholy code interaction between the various Fuel Switches available. **You should not have more than one Fuel Switch** on the same part, but yet, it's unfortunately usual to have patches blindly adding many Fuel Switches to every tank. This **will cause exceptions** on scaling, and these exceptions **ends up with zero mass parts** that **always** crashes the game. **Always**.

TweakScale is not touching these parts since last year, you are not in risk of having your game crashing on you. But now it's the time to start fixing these patches, so now they are being listed. Your best line of action until the patches are fixed is to choose a Fuel Switch and stick to it - and uninstall all the others. There's nothing TweakScale can do about, it's just the messenger.

But I'm sorry anyway.

▼ On 7/29/2019 at 9:15 PM, Rafael acevedo said: ➡

Lisias,

Some additional ones to the ones reported above mostly SXT. don't know what the feline utility rover errors are all about. thanks for all your help

You can ignore the WARNING things, it's a heads up about the part naming. TweakScale finds a way around. It's an annoyance that hinders the checking, but not a show stopper.

The SXT is due the FSBuyoance not being supported yet (see issue #14 above). This is not a reason to worry, these messages will vanish on the 2.4.4 series as I implement proper support.

[+](#) [Quote](#) [Edit](#) JadeOfMaar and linuxgurugamer like this

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

## Rafael acevedo

Internal/external ballistics  
master  
● ● ●



Members  
[+ 136](#)  
394 posts

Posted July 29

[Report post](#) [Share](#)

no worries, I just wanted to know some additional ones that might have issues.

[+](#) [Quote](#)

You like this



## Lisias

Boldly crashing what no Kerbal  
has crashed before!  
● ● ● ● ●



Members  
[+ 2,239](#)  
2,313 posts

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

Posted July 30

[Report post](#) [Share](#)

[▼](#) On 7/29/2019 at 11:11 PM, Rafael acevedo said: [Reply](#)

no worries, I just wanted to know some additional ones that might have issues.

I understand.

But since sooner or later someone else will came here with the same questions as you, I want to tell them in advance that they do not need to be worry neither. 🤖

[+](#) [Quote](#) [Edit](#)

Rafael acevedo likes this

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

ssd21345

Curious idiot



Members

+ 30

131 posts

Location: /r/ksp discord

Posted July 30 (edited)

Report post



wait, Is firespitter itself a fuel switcher?

If true, b9 uses both firespitter and b9switcher tho. Dunno how it works

Edited July 30 by ssd21345



Quote



Lisias

Boldly crashing what no Kerbal  
has crashed before!



Members

+ 2,239

2,313 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

Posted July 30

Report post



On 7/30/2019 at 9:44 AM, ssd21345 said:



wait, Is firespitter itself a fuel switcher?

If true, b9 uses both firespitter and b9switcher tho.  
Dunno how it works

Firespitter provides what I think is the oldest of the fuel switches, [FSfuelSwitch](#). It's almost Stock - and so, it's the one that everybody replaces when writing a patch to add their own Fuel Switch. I still waiting for a problem that involves [FSfuelSwitch](#), 🤖 it appears to be the one Fuel Switch that everybody remembers to deactivate on the part. 🤖 (or at least, the one that everybody learnt to cope with and avoid the Toe Stomping Fest).

The thing on Firespitter that had bitten me is [FSbuoyancy](#). SXT also uses it, and so it's also a victim of this another problem. I'm almost sure it's a silly mishap somewhere (almost certain something TweakScale is not doing right), but I didn't managed to get time to dive into this until now. TweakScale 2.4.4.x will handle it.

TweakScale complains when it finds deadly combinations of Fuel Switches on the same part, merely installing them is not a problem - as long the patches don't promote that Toe Stomping Fest I mentioned. Once the patches reach a compromise about the parts they patch, the problem ceases to exist and TweakScale lifts the block as the game



will not crash anymore.

But until we reach the Nirvana, it's advisable to avoid installing more than one Fuel Switch on the same installment. TweakScale has no choice but to deactivate itself of parts tampered with the deadly combination of Fuel Switches - the penalty by not doing that is KSP crashing. Worst, my experiences with the problem hints me that once a savegame leads to the crash, it will always lead to a crash - what renders the savegame useless, and this is the worst problem at all. People here tends to accept a crash now and then, but losing the savegame is a Capital Sin.



Quote Edit

ssd21345 likes this

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

## Darkherring

Rocketry Enthusiast



Members

+ 11

52 posts

Posted July 30

Report post

I've got some errors. Should I worry about those? 🤖

Log: <https://drive.google.com/open?id=10Nv9Wjmico0ZO03XgPH6WaEfxVgkgurW>



Quote

You like this



## Lisias

Boldly crashing what no Kerbal has crashed before!



Members

+ 2,239

Posted July 30 (edited)

Report post



On 7/30/2019 at 12:03 PM, Darkherring said:



I've got some errors. Should I worry about those? 🤖

Log: <https://drive.google.com/open?id=10Nv9Wjmico0ZO03XgPH6WaEfxVgkgurW>

UGH! Yeah, these are the nasty ones. 🤖



2,313 posts

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

```
[LOG 16:58:15.753] [TweakScale] ERROR:  
**FATAL** Part Decoupler.1p5 (TD-18  
Decoupler) has a fatal problem due  
having duplicated properties - see  
issue [#34]( https://github.com/net-  
lisias-ksp/TweakScale/issues/34
```

(and some more)

```
[LOG 16:58:15.770] [TweakScale] INFO:  
TweakScale::WriteDryCost: Concluded : 0  
checks failed ; 0 parts with issues  
overruled ; 51 Show Stoppers found; 9  
Sanity Check failed;
```

These are the lines for one of the problematic parts, Triangle1p5 :

➤ **Reveal hidden contents**

~~ScrapYard~~, TweakscaleMakingHistoryConfigs (what is this?), ~~Kopernicus~~ and ~~SMURFF~~ - besides TweakScale itself - are patching this part.

I don't know what's TweakscaleMakingHistoryConfigs but by it's name, apparently it's intrinsically incompatible with TweakScale. You are suffering from the problem described on the [issue #34](#). And I'm guessing that by fixing this part, most if not all of the other ones will be fixed too.

However... Any savegames you have already started and is using any of that 51 parts will need some care. NOW. I need that you send me your Module Manager cache files (mandatory, or I will not be able to see exactly what's going on on your game installment). And can you tell me where that TweakscaleMakingHistoryConfigs is available for downloading? I need to eye ball it.

— — — — POST EDIT — — —

I ruled out everything but TweakscaleMakingHistoryConfigs . So this is the only possible offending patch remaining. I also didn't found it on the Net, apparently it was once on SpaceDock but the

only link I found to it led to a 404. So, unfortunately, you are orphaned on it - as I can't reach the Maintainer to propose patches that would fix the problem to you.

Theoretically, deleting the TweakScaleMakingHistoryConfigs would fix things. But these patches are being applied **after** TweakScale, so they are the duplicates and my tests tell me that the second copy are the ones used by KSP. If the figures this Add'On uses are the same as I use, no harm is done. But only one thing that differs, and you are susceptible to that situations depicted on the Issue #34 - including crafts that are flying! (nasty consequences).

So I advise to you to use [S.A.V.E.](#) backup your savegames, then shutdown KSP and delete TweakScaleMakingHistoryConfigs and then fire KSP again and check every single flying craft. Anything wrong, restore the backups and call me here so I can hand make a patch to keep your game working safely.

— This problem is also being tracked on [Issue #63](#).

**Edited July 30 by Lisias**

Problem diagnosed, but pending a solution.



Quote Edit

Darkherring likes this

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

## Kardea

Bottle Rocketeer



Members

+ 10

78 posts

Posted July 30

Report post



Just patched up and got 3 Fatal errors:

[TweakScale] WARNING: **\*\*FATAL\*\*** Found a showstopper problem on bluedog.CXA.APAS.A.L04F (CADS 0.9375m Docking Port (Active)).

[LOG 18:26:21.651] [TweakScale] ERROR: **\*\*FATAL\*\*** Part bluedog.CXA.APAS.A.L04F (CADS 0.9375m Docking Port (Active)) has a fatal problem due having duplicated properties - see issue [#34]( <https://github.com/net-lisias-ksp/TweakScale/issues/34> ).

[LOG 18:26:21.651] [TweakScale] WARNING: **\*\*FATAL\*\***

Found a showstopper problem on bluedog.CXA.APAS.P (CADS 0.9375m Docking System (Passive)).  
[LOG 18:26:21.651] [TweakScale] ERROR: \*\*FATAL\*\* Part bluedog.CXA.APAS.P (CADS 0.9375m Docking System (Passive)) has a fatal problem due having duplicated properties - see issue [#34]( <https://github.com/net-lisias-ksp/TweakScale/issues/34> ).

and then later

[LOG 18:26:21.850] [TweakScale] WARNING: \*\*FATAL\*\* Found a showstopper problem on M2X.Endcap (Mk2 Airlock Adapter Endcap).  
[LOG 18:26:21.850] [TweakScale] ERROR: \*\*FATAL\*\* Part M2X.Endcap (Mk2 Airlock Adapter Endcap) has a fatal problem due having duplicated properties - see issue [#34] ( <https://github.com/net-lisias-ksp/TweakScale/issues/34> ).

One mod affected is obviously Blue Dog Design Bureau, but I don't know what the Mk2 Airlock Adapter Endcap is from...

Any idea on a fix?

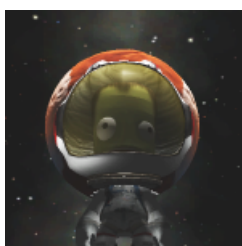
Thanks!

 Quote



## sturmhauke

SSTO Junkie



Members


 896

867 posts

Location: looking for more Δv

Posted July 30

Report post 

 On 7/30/2019 at 9:02 PM, Kardea said:



One mod affected is obviously Blue Dog Design Bureau, but I don't know what the Mk2 Airlock Adapter Endcap is from...

Mk2 Stockalike Expansion maybe?



Quote



## Lisias

Boldly crashing what no Kerbal has crashed before!



Members

+ 2,239

2,313 posts

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

Posted July 30

Report post



On 7/30/2019 at 9:02 PM, Kardea said:



Just patched up and got 3 Fatal errors:

One mod affected is obviously Blue Dog Design Bureau, but I don't know what the Mk2 Airlock Adapter Endcap is from...

Any idea on a fix?

Just three parts, this is going to be simple. But I need your full KSP.log (and, if possible, the MM config cache to a last resource hand made patch for your).



Quote Edit

Kardea likes this

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

## Kardea

Bottle Rocketeer



Members

+ 10

78 posts

Posted July 30

Report post



On 7/30/2019 at 9:09 PM, Lisias said:



Just three parts, this is going to be simple. But I need your full KSP.log (and, if possible, the MM config cache to a last resource hand made patch for your).

Here's a link to the log file:

<https://drive.google.com/file/d/1NcNxLEMDfrh->

[r8hlelQr8FtauuEM3pSq/view?usp=sharing](#)

I'm a bit of a dunce and don't quite understand what you mean by the Module Manager 'config cache...'

+ Quote

You like this



## Jacke

Rocket Scientist



Members

+ 761

1,157 posts

Posted July 30

Report post



On 7/30/2019 at 9:18 PM, Kardea said:



I'm a bit of a dunce and don't quite understand what you mean by the Module Manager 'config cache...'

GameData/ModuleManager.ConfigCache

+ Quote



Read this BEFORE asking for support: <http://forum.kerbalspaceprogram.com/index.php?/topic/83212-how-to-get-support-read-first/>



Jacke - the 'e' is silent

Glaran K'erman 2016 May 4: Ya know, I thought KSP was only teaching me rocket science. But with all these bugs, I get to learn

« PREV 20 21 22 23 24 25 26 27 28 29 30 NEXT »

Page 25 of 33



Reply to this topic...

GO TO TOPIC LISTING

NEXT UNREAD TOPIC



