

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

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

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Xt007

Bottle Rocketeer



Members

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9 posts

Posted June 9

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Fatal Error

[WRN 00:07:18.493] [TweakScale] ****FATAL**** Found a showstopper problem on TT.19.IRI.BODY.

[ERR 00:07:18.493] [TweakScale] ****FATAL**** Part TT.19.IRI.BODY has a fatal problem due having duplicated properties - see issue #34 -

[Quote](#)


damonvv likes this

**Lisias**

Boldly crashing what no Kerbal has crashed before!



Posted June 9 (edited)

[Report post](#)  On 6/9/2019 at 2:16 AM, Xt007 said:

Fatal Error

[WRN 00:07:18.493] [TweakScale] ****FATAL**** Found a



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2,313 posts

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SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

showstopper problem on TT.19.IRI.BODY.

[ERR 00:07:18.493] [TweakScale] **FATAL** Part

TT.19.IRI.BODY has a fatal problem due having

duplicated properties - see issue #34 -

Yep. Sorry for that.

I need your full KSP.log to be able to diagnose this. Post it on pastebin or similar, please.

Backup your savegames. Any craft using this part is going to cause you trouble when we fix the problem.

----- POST EDIT ----

I think I managed to locate the mishap. If I'm right, you are lucky: you found the only situation where this misbehavior is not destructive. 🤖

I will confirm my thesis in the morning and get back to you.

— — — POST POST EDIT — — —

@Xt007, I confirmed the problem and fixed it unofficially.

Replace the

file GameData/TundraTechnologies/Patches/Tweakscale.cfg with this content:

```
@PART[TT_19*RCS*]:NEEDS[TweakScale]
{
    %MODULE[TweakScale]
    {
        type = free_square
    }
}

@PART[TT_19_IRI_BODY,TT_19_NH_BODY]:NEEDS[TweakScale]
{
    %MODULE[TweakScale]
    {
        type = free_square
    }
}
```

```
@PART[TT_19_NH_SOLAR]:NEEDS[TweakScale]
```

This will fix your issue. I'm issuing a pull request to the Add'On maintainer with this fix.

— — — POST POST POST EDIT — — —

Pull request

made: <https://github.com/damonvv/TundraExploration/pull/16>

Now it's up to the Maintainer. Ping [@damonvv](#)!

Edited June 10 by Lisias

I think I found the problem.

+ Quote Edit

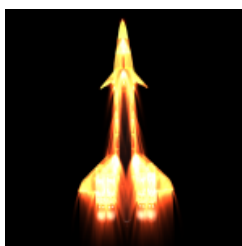
viperwolf likes this

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

Mathrilord

Master of th. !TANK_EMPTY!

Crap...



Members

+ 27

84 posts

Location: Drown on Laythe

Posted June 9 (edited)

Report post

Get this weird bug (craft built in 1.4.3)

ksp 1.7.1 both expansion

tweakscale 2.4.2.0 and 2.4.3.0 (tested both same result)

I added a new precoolers in the middle to show the difference.



Edited June 9 by Mathrilord

+ Quote



Lisias

Boldly crashing what no Kerbal
has crashed before!



Members

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2,313 posts

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

Posted June 9 (edited)

Report post



On 6/9/2019 at 3:48 AM, Mathrilord said:



Get this weird bug (craft built in 1.4.3)

ksp 1.7.1 both expansion

tweakscale 2.4.2.0 and 2.4.3.0 (tested both same
result)

Two instances of the same tweakable is a patch issue -
sometimes, it's intentional, sometimes it's not. Since the
duplicated tweak is not a TweakScale Tweakable, this is
not TweakScale related. TweakScale 2.4.3 don't check for
duplicates outside TweakScale module node - there're legit
uses for such twins tweakables - they are a problem only
for TweakScale.

I need your KSP.log and your Module Manager's cache files
in order to further help you if you want, but it's not
TweakScale related.

Edited June 9 by Lisias

Krakens count the tyops!!!

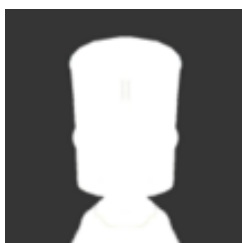


Quote Edit

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

Xt007

Bottle Rocketeer



Posted June 9

Report post

Here's part of my log file, pastebin size limit lol

```
<script src="https://pastebin.com/embed_js/ed7cJueZ"></script>
```

Thank you for your hard work and remember "All work and no play
makes Jeb a dull boy" Go blow something up!

Members

+ 3

9 posts



Quote

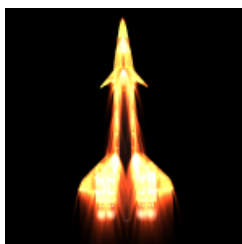
You like this



Mathrilord

Master of th. !TANK_EMPTY!

Crap...



Members

+ 27

84 posts

Location: Drown on Laythe

Posted June 9

Report post



On 6/9/2019 at 12:11 PM, Lisias said:



<https://drive.google.com/file/d/1SkSzj4ed3fJ0WskzF4s88QxXr30SOMUb/view?usp=sharing>



Quote



[\(BAF POW\)Public Overhaul Workshop](#) [MyKerbalX](#)
[MyKSPImgurAlbum](#)



Lisias

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Members

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Posted June 9

Report post



On 6/9/2019 at 1:08 PM, Mathrilord said:



<https://drive.google.com/file/d/1SkSzj4ed3fJ0WskzF4s88QxXr30SOMUb/view?usp=sharing>

I take that back. There's something... "Interesting" on your
installment. TweakScale is getting Exceptions from
everywhere!

```
[ERR 11:53:09.294] [TweakScale]
part=slp5booma (Size 1.5 Tail
Connector A) Exception on Sanity
Checks:
System.NullReferenceException: Object
ref
    at
TweakScale.PrefabDryCostWriter.checkF
orShowStoppers (.Part p) [0x00000] in
<filename unknown>:0
    at TweakScale.PrefabDryCostWriter+
<WriteDryCost>d__3.MoveNext ()
[0x00000] in <filename unknown>:0

====
```

```
[WRN 11:55:04.822] ...no
SyncModuleControlSurface module found
```

I don't like the smell on this Kraken Poo. I'm on it.



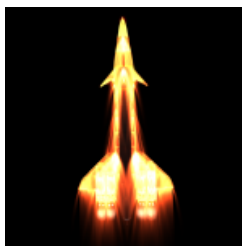
[Quote](#) [Edit](#)

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

Mathrilord

Master of th. !TANK_EMPTY!

Crap...



Members

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84 posts

Location: Drown on Laythe

Posted June 9 (edited)

[Report post](#)

SyncModuleControlSurface is from AtmosphereAutopilot but should not cause problem. All the exceptions comes from AirplanePlus, no mention of rapier or precooler. Craft file must be corrupted.

edit:

TMasterson5 airplaneplus tweakscale patch probably not updated for aiplaneplus/ksp latest version

Edited June 9 by Mathrilord



[Quote](#)



Lisias

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Posted June 9

Report post ✕

▼ On 6/9/2019 at 1:44 PM, Mathrilord said: ↩

SyncModuleControlSurface is from
AtmosphereAutopilot but should not cause problem.
All the exceptions comes from AirplanePlus, no
mention of rapier or precooler. Craft file must be
corrupted.

Agreed. But yet the next logged line complains about
ModuleControlSurface so perhaps we have a link
somehow.

About the TMasterson5 , it's a lot of damage for only a
faulty patched part. It's still interesting...



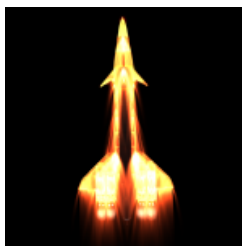
Quote Edit

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

Mathrilord

Master of th. !TANK_EMPTY!

Crap...



Members

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84 posts

Location: Drown on Laythe

Posted June 9 (edited)

Report post ✕

Just installed sxt, on mainmenu tweakscale say 6 fatal
error but I found only 5 in log

➤ Reveal hidden contents

Edit: my bad, found the sixth. Wondering why research tool
wasn't able to see it with fatal as key word.

➤ Reveal hidden contents

Edited June 9 by Mathrilord



Quote

You like this



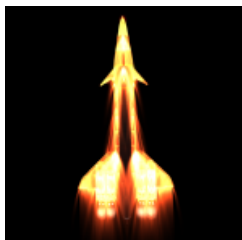
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Mathrilord

Master of th. !TANK_EMPTY!

Crap...



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Location: Drown on Laythe

Posted June 9 (edited)

Report post

AtmosphereAutopilot use its own module(SyncModuleControlSurface) to control aero part, engine(custom gimbal module) and maybe reaction wheel(not sure). It disable stock Module(ModuleControlSurface) when installed. When uninstalled the game switch back to stock module. (That's from what I understand)

With clean install + MH + BG + AirplanePlus(needed to load the craft) + Tweakcale + MM (no patch) problem still there as tweakscale is the only thing affecting stock part (Shock cone intake, Engine Pre-cooler and Rapier). If you look closely on the picture whe can see that the precooler scale is a bit off(LE too)(weirdly, Shock cone intake infront of pre-cooler has the same off scale). The only thing that could have affect the pre-cooler part in previous install is tweakable everything and a ressource switcher but I'm sure I had none install when I built this craft.

PS: If I delete .cfg of the part with fatal error I should be able to play with sxt without worry?

PS2: English not first language, am I doing great?

PS5: sorry still waiting after Sony (not that I care about it)

edit: **does Showstopper thing can corrupt more than the save file you've loaded?** Because I create a new save to see which part they are.

Edited June 9 by Mathrilord



Quote

You like this



[\(BAF POW\)Public Overhaul Workshop](#) [MyKerbalX](#)



Vaga

Spacecraft Engineer



Members

+ 38

123 posts

Posted June 9

Report post

Don't know if this helps but I am also getting some errors from Tweakscale. That bad ones are from mk4cockpit-shoulder-1 to -3 Part of near future space planes.

https://drive.google.com/file/d/16Vrk0htq-o5QKgDHs8K00S00jEf6_fqP/view?usp=sharing



Quote

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Lisias

Boldly crashing what no Kerbal has crashed before!



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Posted June 9 (edited)

Report post



On 6/9/2019 at 2:57 PM, Mathrilord said:



PS: If I delete .cfg of the part with fatal error I should be able to play with sxt without worry?

PS2: English not first language, am I doing great?

PS5: sorry still waiting after Sony (not that I care about it)

edit: **does Showstopper thing can corrupt more than the save file you've loaded?** Because I create a new save to see which part they are.

PS: Yes. It's kinda killing the victim to avoid the crime, but it works. 🤖

PS2: As good as mine. What's not exactly a compliment.

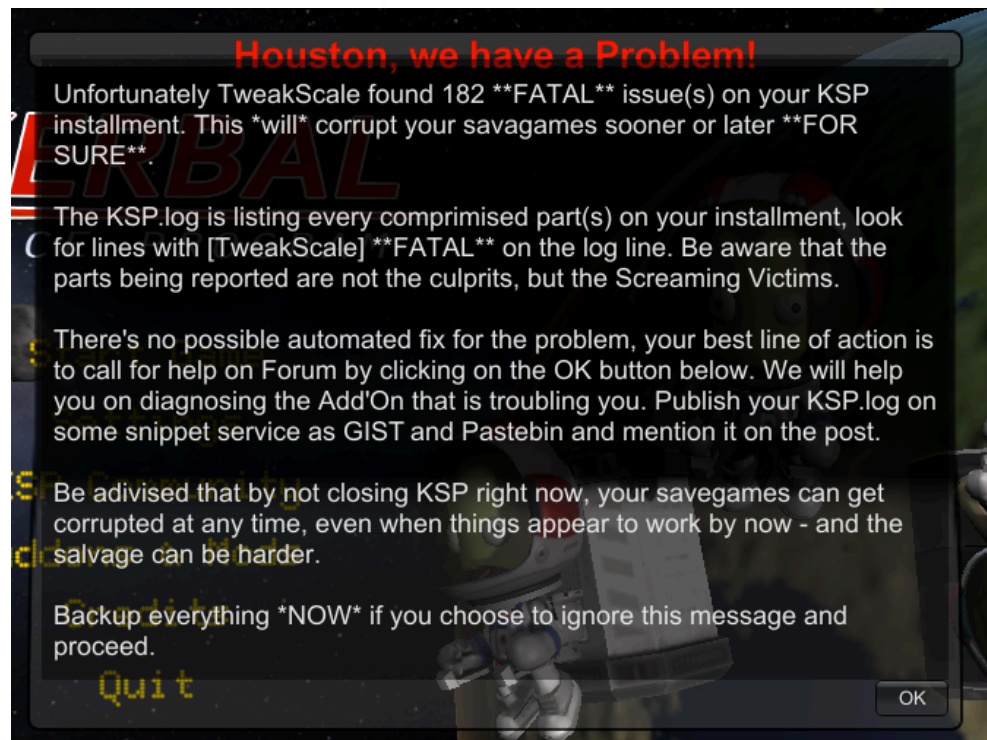


edit: Yes. It will corrupt every single savegames you load that uses one of the problematic parts. Worst - as you create new crafts, they appears to work fine (because the game "adapts" to the corruption). But then when you delete or install some other Add'On and MM rebuilds the cache, things can change (more corruption, or corruption being fixed) and then all your crafts and savegames are ruined.

About the remaining reports, I'm working on it. 🤖

If it serves of something, my main game got 182 Fatalities (I will rename it to "Mortal Kombat!!").

Chances are that by fixing my rig, a lot of your problems will be fixed too. This game is being ran for months, I have a huge amount of crafts to salvage... Oh joy... 🤖



(and, of course, I found a *typo* 🤖 on the Message Box! KRAKENS....)

Edited June 9 by Lisias

YEAP. found a typo!



Quote Edit

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

Lisias

Boldly crashing what no Kerbal has crashed before!



Posted June 9 (edited)

Report post



On 6/9/2019 at 1:44 PM, Mathrilord said:

edit:

TMasterson5 airplaneplus tweakscale patch probably not updated for aiplaneplus/ksp lastest version

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TMasterson5's patches are not using :NEEDS,, meaning that the patches are being injected no matter TweakScale is installed or not. It's also **adding** the value name "type" no matter there's already one or not.

All the patches are essentially what follows:

```
@PART[ <partname> ]
{
    %MODULE[ TweakScale ]
    {
        type = free
    }
}
```

On the bright side, TMasterson5 carefully patched the parts by name, using no Wildcards.

It worths to mention that without the :NEEDS, TMasterson5's patches are applied **before** TweakScale ones, due the Alphabetical order used to apply patches in MM's LEGACY mode. My advice is to ask TMasterson5 to add ":NEEDS[TweakScale]" on every patch to prevent problems in the future - since he adopted a very restrictive license (CC BY-NC-ND), I'm afraid I can't help further.

However, this is not the root cause of your problem. I deinstalled the TMasterson5's patches and the SXT fatalities are still there. I can confirm that the source of the problem is, indeed, the SXT patches as I testing it on a test bed with minimal Add'On installed. I'm still looking on the matter, but I can tell in advance that SXT uses a License that allows me to help, and the Maintainer is very helpful on handling bugs. Once I confirm the problem and cook a fix, you can take for granted it will be fixed on the next release (being SXT or TweakScale, depending of the source of the mishap).

— — — Post Edit — — —

These problems on the SXT are the serious one:

```

MODULE
{
    name =

TweakScale

    type = surface
    defaultScale =

1.25

    type = free
}

```

You see the double "type" value? This is the thing that will corrupt your savegames. Currently, you should be using the "free" value but in the exact instant we fix your installment, the other value will be used instead (probably surface, as usually the problematic patch are the one being applied later and so is the one that vanishes). And then TweakScale will get confused as it was scaling things on the "free" premises and now it is being told to use "surface".

— — — POST POST EDIT — — —

The Pull Request was applied.

<https://github.com/linuxgurugamer/SXTContinued/pull/71>

In the mean time, you can download this [file](#) and replace the old in GameData/SXT/Patches/ModCompatibility . Be advised that until the SXT Maintainer accepts the pull request (if ever), this is not a official fix. 🙄

Ping [@linuxgurugamer](#) !

Edited June 10 by Lisias

Port edit!



Quote Edit

linuxgurugamer likes this

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

Mathrilord

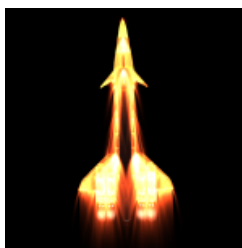
Master of th. !TANK_EMPTY!

Posted June 9 (edited)

Report post

If part variant is incompatible with tweakscale does it

Crap...



Members

+ 27

84 posts

Location: Drown on Laythe

mean that Restock make Vector engine not resizable since it get variant

Thanks for your time 🤖 very appreciated

Edited June 10 by Mathrilord



Quote



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[MyKSPImgurAlbum](#)



Lisias

Boldly crashing what no Kerbal
has crashed before!



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LivingRoom ! MyChair

Posted June 10

Report post



On 6/9/2019 at 11:54 PM, Mathrilord said:



If part variant is incompatible with tweakscale does it mean that Restock make Vector engine not resizable since it get variant

Only when MASS is applied on the Variants. When there's no mass on the MODULEPARTVARIANT, scaling happens properly (or if something is wrong, I wasn't notified yet!)

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

In time, I just fixed SXT. I'm applying a PULL REQUEST soon. will notify on the original post.



Quote Edit

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

Lisias

Boldly crashing what no Kerbal
has crashed before!



Posted June 10 (edited)

Report post



On 6/9/2019 at 5:42 PM, Vaga said:



Don't know if this helps but I am also getting some errors from Tweakscale. That bad ones are from mk4cockpit-shoulder-1 to -3 Part of near future



Members

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SouthAmerica ! Brazil !

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LivingRoom ! MyChair

space planes.

https://drive.google.com/file/d/16Vrk0htq-o5QKgDHs8K00S00jEf6_fqP/view?usp=sharing

The KSP.log would make things easier. But since you had nailed the part names for me, I could check for myself - I'm using Mark IV System (the Add'On where these parts lives), so I know them. 🤖

And yeah, I confirm the problem:

```
[WRN 00:54:33.323] [TweakScale]
**FATAL** Found a showstopper problem
on mk4cockpit-shoulder-1.
[ERR 00:54:33.323] [TweakScale]
**FATAL** Part mk4cockpit-shoulder-1
has a fatal problem due having
duplicated properties - see issue #34
- https://github.com/net-lisias-
ksp/TweakScale/issues/34.
```

```
[WRN 00:54:33.323] [TweakScale]
**FATAL** Found a showstopper problem
on mk4cockpit-shoulder-2.
[ERR 00:54:33.323] [TweakScale]
**FATAL** Part mk4cockpit-shoulder-2
has a fatal problem due having
duplicated properties - see issue #34
https://github.com/net-lisias-
```

And yeah. They are also of the nasty type (from the MM cache)

```
MODULE
{
    name =
TweakScale
    type = stack
    defaultScale =
5.0
    type = surface
}
```


However... **This is on me.** 🙄 The default TweakScale patches for the Mark IV System is to be blamed on this one. My apologies, I should had checked my own patches for wildcards earlier, I completely missed that. 🙄

Since this is the nasty kind of problem, I suggest you to bluntly delete "MarkIVSystem_TweakScale.cfg" from GameData/TweakScale/patches folder. As long you are not scaling any Mark IV parts, you will be fine - but, as always, backup your savegames. It's easier to salvage things **before** they are broken. The Mark IV parts will be the first I will fix and I will post the corrected file here.

You can overlook the issue here: <https://github.com/net-lisias-ksp/TweakScale/issues/49>

A new release will be issued as soon as possible with this problem fixed, as well any other I find in the mean time: <https://github.com/net-lisias-ksp/TweakScale/milestone/7>

Edited June 10 by Lisias

Issue and milestone



Quote Edit

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

linuxgurugamer

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



Members

+ 12,824

16,172 posts

Location: At SpaceTux

Posted June 10 (edited)

Report post



On 6/9/2019 at 10:45 PM, Lisias said:



— — — Post Edit — — —

These problems on the SXT are the serious one:


```
MODULE
{
    name =

TweakScale

    type =

surface

defaultScale = 1.25

    type = free
}
```

You see the double "type" value? This is the thing that will corrupt your savegames. Currently, you should be using the "free" value but in the exact instant we fix your installment, the other value will be used instead (probably surface, as usually the problematic patch are the one being applied later and so is the one that vanishes). And then TweakScale will get confused as it was scaling things on the "free" premises and now it is being told to use "surface".

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The Pull Request was applied.

<https://github.com/linuxgurugamer/SXTContinued/pull/71>

In the mean time, you can download this [file](#) and replace the old in GameData/SXT/Patches/ModCompatibility . Be advised that until the SXT Maintainer accepts the pull request (if ever), this is not a official fix. 🙄

Ping [@linuxgurugamer](#) !

First time Ive heard of SXT being used with TW. Will review and apply patch later today

Edited June 10 by linuxgurugamer



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/>



damonvv

Reusable Engineering



Members

+ 2,513

1,147 posts

Location: Earth, Sol System

Posted June 10 (edited)

Report post

On 6/9/2019 at 3:12 AM, Lisias said:

Yep. Sorry for that.

I need your full KSP.log to be able to diagnose this.
Post it on pastebin or similar, please.

Backup your savegames. Any craft using this part is
going to cause you trouble when we fix the problem.

----- POST EDIT ----

I think I managed to locate the mishap. If I'm right,
you are lucky: you found the only situation where this
misbehavior is not destructive. 🤖

I will confirm my thesis in the morning and get back
to you.

— — — POST POST EDIT — — —

@Xt007, I confirmed the problem and fixed it
unofficially.

Replace the
file GameData/TundraTechnologies/Patches/Tweaks
cale.cfg with this content:

```

@PART[TT_19*RCS*]:NEEDS[TweakScale]
{
    %MODULE[TweakScale]
    {
        type =
        free_square
    }
}

@PART[TT_19_IRI_BODY,TT_19_NH_BODY]:NEEDS[TweakScale]
{
    %MODULE[TweakScale]
    {
        type =
        free_square
    }
}

```

This will fix your issue. I'm issuing a pull request to the Add'On maintainer with this fix.

— — — POST POST POST EDIT — — —

Pull request

made: <https://github.com/damonvv/TundraExploration/pull/16>

Now it's up to the Maintainer. Ping [@damonvv](#)!

Fixed on the github. Will take some time to be in the actual release. Thanks for noticing! Now I need to find myself a hammer and invite [@JadeOfMaar](#) for a drink 🤖

Edited June 10 by damonvv



Quote

You like this



Lisias

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LivingRoom ! MyChair

Posted June 10

Report post



On 6/10/2019 at 10:24 AM, damonvv said:



Thanks for noticing! Now I need to find myself a
hammer and invite @JadeOfMaar for a drink 🤖

Could you borrow me the hammer? I think my own has a
FATAL due a patching problem. 🤖



Quote Edit

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

Vaga

Spacecraft Engineer



Members

+ 38

123 posts

Posted June 10 (edited)

Report post



On 6/10/2019 at 1:06 AM, Lisias said:



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[ERR 00:54:33.323] [TweakScale]
**FATAL** Part mk4cockpit-
shoulder-1 has a fatal problem
due having duplicated properties
- see issue #34 -
https://github.com/net-lisias-
ksp/TweakScale/issues/34.
```

```
[WRN 00:54:33.323] [TweakScale]
**FATAL** Found a showstopper
problem on mk4cockpit-shoulder-2.
[ERR 00:54:33.323] [TweakScale]
**FATAL** Part mk4cockpit-
shoulder-2 has a fatal problem
due having duplicated properties
```

And yeah. They are also of the nasty type (from the MM cache)

```
MODULE
{
    name =
TweakScale
    type =
stack
    defaultScale = 5.0
    type =
surface
}
```

However... **This is on me.** 🙄 The default TweakScale patches for the Mark IV System is to be blamed on this one. My apologies, I should had checked my own patches for wildcards earlier, I completely missed that. 🙄

Since this is the nasty kind of problem, I suggest you to bluntly delete "MarkIVSystem_TweakScale.cfg" from GameData/TweakScale/patches folder. As long you are not scaling any Mark IV parts, you will be fine

- but, as always, backup your savegames. It's easier to salvage things **before** they are broken. The Mark IV parts will be the first I will fix and I will post the corrected file here.

You can overlook the issue here: <https://github.com/net-lisias-ksp/TweakScale/issues/49>

A new release will be issued as soon as possible with this problem fixed, as well any other I find in the mean time: <https://github.com/net-lisias-ksp/TweakScale/milestone/7>

Woops. Looked at the file I did share. and somehow did not get the correct file. 🤖 Here is the KSP log if you still need it.

<https://drive.google.com/file/d/1gUFY2plzGKxKbWtuFHQhGs3tkg5gu-b3/view?usp=sharing>

Edited June 10 by Vaga



Quote

You like this



Lisias

Boldly crashing what no Kerbal has crashed before!



Members

+ 2,239

2,313 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

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SouthAmerica ! Brazil !

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LivingRoom ! MyChair

Posted June 10 (edited)

Report post



On 6/10/2019 at 1:36 PM, Vaga said:



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<https://drive.google.com/file/d/1gUFY2plzGKxKbWtuFHQhGs3tkg5gu-b3/view?usp=sharing>

Thank you! With that very nice collection of Add'Ons you have installed, and only my owns borks listed as ****FATAL****, I can be somewhat confident that by fixing my patches I would reach a pretty decent amount of flawless installments.

With my own installment getting me that 182 fatalities (I think I 'm running a pretty uncommon collection of Add'Ons! 🤖), once I fix it I can rush 2.4.3.1 into release and retake the publishing schedule.

Edited June 10 by Lisias

I'm eating words! Literally! :P



Quote Edit

Vaga likes this

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

zer0Kerbal

Junior Rocket Scientist



Members

+ 299

666 posts

Posted June 10

Report post



On 6/10/2019 at 1:36 PM, Vaga said:



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<https://drive.google.com/file/d/1gUFY2plzGKxKbWtuFHQhGs3tkg5gu-b3/view?usp=sharing>

always like seeing what mods other use: what is "KSPe Light v2.1.0.10"?



Quote

You like this



"I usually don't ask if it is possible, rather I hit it with a big enough hammer to make it work. – Jeb

they are already on a path to unavoidable, unmitigated doom; that it is not a matter of if, but when, they will crash in a way that would make Jeb gloriously feeble-minded in
envious invious awe

Vaga

Spacecraft Engineer



Posted June 10

Report post

Its TweakScale - TweakScale/PluginData/KSPeLight.DLL



Quote

You like this



Members

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123 posts

Lisias

Boldly crashing what no Kerbal
has crashed before!



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Location: Universe ! Virgo !
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LivingRoom ! MyChair

Posted June 10 (edited)

Report post



On 6/10/2019 at 5:19 PM, zer0Kerbal said:



always like seeing what mods other use: what is
"KSPe Light v2.1.0.10"?

It's a trimmed down small subset of [KSPe](#) (my personal library for KSP with some tools and extensions to make my life easier) that is safe for broad usage. Essentially, every "official" mod of mine that needs KSPe service will have its own KSPe.Light embedded. I'm pretty tired of maintaining two forks, one without and another with KSPe and since I don't have time for now to overcome the bugs of that freaking pestilence called Mono's runtime (yeah, I'm pretty "liquided" with that thing), I came to this stunt. It's far from being what I want, but it will do for now.

I would not use them if you are an Add'On Author. It will change on every release (it's tailored for TweakScale), and I hope to throw it away as soon as I deal with the problems I mentioned.



On 6/10/2019 at 5:34 PM, Vaga said:



Its TweakScale -
TweakScale/PluginData/KSPeLight.DLL

Yup. On the hurry to publish the thing I forgot to properly name the file, it should be KSPe.Light.TweakScale.dll - it will be fixed on the next minor release.

Edited June 10 by Lisias

Adding link to the source!! O forgot to mention it on the README!



Quote Edit

zer0Kerbal likes this

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

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