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

By Lisias, October 16, 2018 in Add-on Releases

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BigPapaGD
Curious George
●

Members
⊕ 1
4 posts

Posted August 3   Report post ⤴

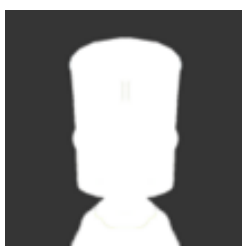I'm getting the Houston error also. Here is my log. And thank you for going through and checking everyone's issues.

KSP.log

➕ Quote   You like this   👍 ✕

AmpCat
Space Cat
●●●

Posted August 3   Report post ⤴

> ▾ On 8/3/2019 at 2:28 AM, AmpCat said: ⤴
>
> It's that TweakscaleMakingHistoryConfigs again . Delete GameData/TweakscaleMakingHistoryConfigs and everything will be fine. The last fellow Kerbonaut that had this issue told me that deleting this didn't

caused any side effect.

I still don't know what this thing is. Well, I think I do - it appears to be patches for Making History parts. The part count fits, at least. I just don't know from where. 🤢

Okay, I uninstalled the TweakscaleMakingHistory mod, and no longer getting the 51 Houston errors. It still found 9 Show Stoppers, I think? Some error box that vanished before I had a chance to copy the message. I'll let you know how it behaves.

➕	Quote		You like this	👍 ✕

I can't claim to lack coding skills. I can't claim to lack modeling skills. I can't even claim I don't have experience with Unity. I can only claim that I lack modding skills.

Lisias

Boldly crashing what no Kerbal has crashed before!

●●●●●

Posted August 3 (edited)   Report post ⤴

> On 8/3/2019 at 5:44 PM, BigPapaGD said:
>
> I'm getting the Houston error also. Here is my log. And thank you for going through and checking everyone's issues.
>
> KSP.log

Yep. 8 Show Stoppers.

```
[LOG 16:26:32.606] [TweakScale]
WARNING: **FATAL** Found a
showstopper problem on M2X.Endcap
(Mk2 Airlock Adapter Endcap).
[LOG 16:26:32.607] [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 ).
[LOG 16:26:32.705] [TweakScale]
WARNING: **FATAL** Found a
showstopper problem on MEMLander
(Munar Excursion Module (M.E.M.)).
[LOG 16:26:32.705] [TweakScale]
ERROR: **FATAL** Part MEMLander
(Munar Excursion Module (M.E.M.)) has
```

This appears to be something, these parts didn't got Fatalities around here yet. Let's check them:

The M2X_EndCap TweakScale patches are being applied twice:

```
[LOG 16:19:23.035]
Config(@PART[M2X_Endcap]:NEEDS[TweakSca
le])
Mk2Expansion/Patches/M2X_Tweakscale/@PA
RT[M2X_Endcap]:NEEDS[TweakScale]
[LOG 16:19:23.036]
Config(@PART[M2X_Endcap]:NEEDS[TweakSca
le])
Mk2Expansion/Patches/M2X_Tweakscale/@PA
RT[M2X_Endcap]:NEEDS[TweakScale]
```

I initially though it was a wildcard problem, let's see the patch:

```
<line 155>
@PART[M2X_Endcap]:NEEDS[TweakScale]
{
    %MODULE[TweakScale]
    {
        type = stack
        defaultScale = 1.25
    }
}
...
...
...
<494>
@PART[M2X_Endcap]:NEEDS[TweakScale]
{
    %MODULE[TweakScale]
    {
```

But I was wrong. The patching is being applied two times.

Well, the fix is obvious: delete de second patch. 😳 I applied a pull request to the Maintainer with the fix, and until a new release is issued, you can download the fixed file here (click "Raw") and replace the current file in GameData/Mk2Expansion/Mk2Expansion/GameData/Mk2Expansion/Patches/M2X_Tweakscale.cfg . *[and told the Maintainer this time! 😳]*

This fix one problem. There're 7 more to go. The next problem is MEMLander (Munar Excursion Module (M.E.M.)) :

> **❯ Reveal hidden contents**

Initially I was confused because I didn't found how SXT patches would double patch the Stock's MEMLander from Making History. But then I realized than one month ago the Maintainers fixed a problem on the SXT's MEMLander to rename it to MEMLanderSXT and things made sense. From your log I learnt that you are using SXT Continued 0.3.23.7, while the SXT Release is the 0.3.28.2 .

I suggest you to update SXT. I think this will fix all the other

errors, as they are all related to SXT and the latests release has fixes for TweakScale. 🤢

>
> Okay, I uninstalled the TweakscaleMakingHistory mod, and no longer getting the 51 Houston errors. It still found 9 Show Stoppers, I think? Some error box that vanished before I had a chance to copy the message. I'll let you know how it behaves.

Please publish the new KSP.log , so I can hunt them down. 🤢

Edited August 4 by Lisias
I tole the Maintainer about the Pull Request this time! :)

[+]   Quote   Edit

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

---

Calvin_Maclure
Kerbonaut in the making
●●●●

Members
➕ 208
550 posts
Location: Montreal, Canada

Posted August 3   Report post ⤶

Yep. Getting that "Houston, we have a problem" error too! Playing RP-1/RO. Let me know if there's anything I can supply that would help.

[+]   Quote   You like this 👍✕

"We choose to go to the moon... we choose to go to the moon and do the other things. NOT because they are easy, but because they are hard!" - John F. Kennedy ✕ ▾
EPIC SPACE STORIES | Space Station Concept | Apollo Inspired Mission | Satellite Repair Mission | LEM Design | Fly Me to the Mun | Space Shuttle Design | Duna Direct Misison

---

Lisias
Boldly crashing what no Kerbal has crashed before!

Posted August 4   Report post ⤶

> **On 8/3/2019 at 11:33 PM, Calvin_Maclure said:**

> Yep. Getting that "Houston, we have a problem" error too! Playing RP-1/<u>RO</u>. Let me know if there's anything I can supply that would help.

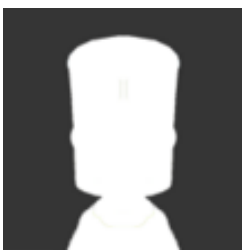Full KSP.log and ModuleManager.ConfigCache when available.

Unholy interactions between modules is what Krakens✖▾ feed on… — Lisias

---

sierralpha

Bottle Rocketeer

●●

Members

➕ 5

6 posts

so I removed the conteras mod
and deleted GameData/TweakScale/patches/NFT_TweakScale.cfg and it appeared to work without a hitch... then today I get a tweakscale warning saying found 74 parts that failed sanity checks

---

Calvin_Maclure

Kerbonaut in the making

●●●●

Members

➕ 208

550 posts

Location: Montreal, Canada

> On 8/4/2019 at 12:20 AM, Lisias said:
>
> Full KSP.log and ModuleManager.ConfigCache when available.

Added to DropBox. Here's the DB link:

https://www.dropbox.com/sh/fkrbiavx1c3g8u0/AABvgUGRlOCNWEzt5vZUNJ_4a?dl=0

Edited August 4 by Calvin_Maclure
data update

+ 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 August 4 (edited)   Report post ⤴

> On 8/4/2019 at 6:21 AM, sierralpha said:
>
> so I removed the conteras mod and deleted GameData/TweakScale/patches/NFT_TweakScale.cfg and it appeared to work without a hitch... then today I get a tweakscale warning saying found 74 parts that failed sanity checks

Failing a Sanity Check means a known issue that was mitigated to avoid problems. It's a nuisance, because that parts can't be scaled for now. But they were never scaled before because they are being quarantined for a long time, and before that your game would be crashing when using them.

But send me this new KSP.log anyway, so I can try to priorize the tasks I need to do to get rid of those quarantines (it usually involves writing code to support new things).

> On 8/3/2019 at 8:17 PM, AmpCat said:
>
> Okay, I uninstalled the TweakscaleMakingHistory mod, and no longer getting the 51 Houston errors. It still found 9 Show Stoppers, I think? Some error box that vanished before I had a chance to copy the message. I'll let you know how it behaves.

If the window vanished after 30 seconds, it was not a

Show Stopper. It was a warning or am advising, otherwise it would be bugging your screen, getting on the way and preventing you to even start a game without you actively closing it.

The countdown stops by clicking on the window. Then the window will stay there until you close it or until you start a new game, switching scenarios.

By the figure you gave, 9, it should be the Stock parts I do not support yet because they use a thing called MODULEVARIANTPART that has mass, and TweakScale doesn't know yet how to scale these parts. These will be tacked down on TweakScale 2.4.4.x series. (There's one more 2.4.3.x release planned with some more weird but happily rare situations handled, and then I will work on the 2.4.4.x series).

— — — addendum — — —

> On 8/4/2019 at 10:44 AM, Calvin_Maclure said:
>
> Added to DropBox. Here's the DB link:
>
> https://www.dropbox.com/sh/fkrbiavx1c3g8u0/AABvgUGRlOCNWEzt5vZUNJ_4a?dl=0

Got it.

```
[LOG 22:28:18.501] [TweakScale] INFO:
TweakScale::WriteDryCost: Concluded : 0
checks failed ; 0 parts with issues
overruled ; 7 Show Stoppers found; 50
Sanity Check failed;
```

Let's see that 7 Show Stoppers first:

```
[LOG 22:28:18.481] [TweakScale]
WARNING: **FATAL** Found a
showstopper problem on
batteryBankMini (Z-200 Rechargeable
Battery Bank).
[LOG 22:28:18.481] [TweakScale]
ERROR: **FATAL** Part batteryBankMini
(Z-200 Rechargeable Battery Bank) has
a fatal problem due having duplicated
properties - see issue [#34](
https://github.com/net-lisias-
ksp/TweakScale/issues/34 ).
[LOG 22:28:18.492] [TweakScale]
WARNING: **FATAL** Found a
showstopper problem on
SXTInlineAirIntake (XM-600 1.25m Air
Intake).
[LOG 22:28:18.492] [TweakScale]
```

The "good news" is that these are already diagnosed. The batteryBankMini is borking due a patch on ROs, see this post about how to fix. There's a lot of potential problems on the RO's patch, and unfortunately I lack the time to proper support TweakScale and also propose fixes for RO's patches, so I kindly ask you to reach RO's maintainers about the issue, pinpointing this post as a source of information.

The remaining ones are SXT, and they were also diagnosed and I think it's all fixed too. Download the latest SXT (currently 0.3.28.2), and if anything are still broken, kick me here and I will check it for you.

That 50 Sanity Checks are more than an annoyance, however. I'm sorry for that. Some parts are in need of proper TweakScale support, what will happen in the next 2.4.4.x releases. But most of them, however, are happening due having a deadly mix of Fuel Switches on the same part. It's not exactly a defect on the Fuel Switches, but a fail on living together - what's not exactly a fail after all, as the part should have **only one** Fuel Switch applied to it! So, really, it's a problem of patches being applied without regards of already existing patches.

I talked about it here, for reference.

Unfortunately, my best and only advise is to choose a Fuel Switch and stick with it, and uninstall the others. Firespitter appears to be the One those everybody knows how to deactivate or coexist with, so this one you can leave alone. But from all the others, the easy way out for now is to choose only one of them and uninstall the others.

You could have all of them installed if patches didn't try to apply all of them on the same part - **this** is the problem (patches that add more than one Fuel Switch to a part), but the easiest way out of the mess is to not have more than one installed, so even if a rogue patch apply them, it will not be effective and the problem will not happen.

Kick me here if something else happens.

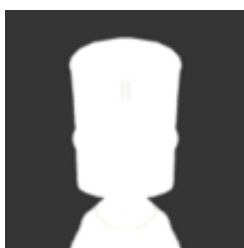**Edited August 4 by Lisias**

addendum

➕   Quote   Edit   Calvin_Maclure likes this

Unholy interactions between modules is what Krakens ✖ ▾
feed on… — Lisias

---

sierralpha
Bottle Rocketeer
● ●

Members
➕ 5
6 posts

Posted August 4   Report post ⤶

here's my log file

https://www.dropbox.com/s/7yewsan6ebwriqa/KSP.log?dl=0

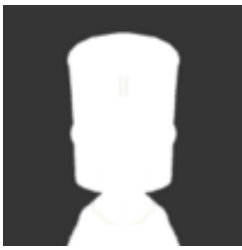➕   Quote   You like this   👍 ✖

AmpCat
Space Cat
● ● ●

Posted August 4   Report post ⤶

Okay, I coulda swore I posted my new log. Looks like I forgot to hit submit. But sounds like you figured it out. Thanks!

I can't claim to lack coding skills. I can't claim to lack modeling skills. I can't even claim I don't have experience with Unity. I can only claim that I lack modding skills.

Lisias

Boldly crashing what no Kerbal has crashed before!

● ● ● ● ●

Posted August 4 (edited)

Report post

Announce.

Minor Release 2.4.3.2 is on the wild. Just some typos fixed and added support for the new Cryo Engines from Nertea's.

- 2019-0804: 2.4.3.2 (Lisias) for KSP >= 1.4.1
  - This is an Emergencial Release due an Emergencial Release due an Emergencial Release. I love recursion, don't you? 🤢
  - Closing or reworking the following issues:
    - #65 Support for new Nertea's Cryo Engines
      - Thanks to friznet and marr75.
    - Fixing some tyops 🤢 on Logging and Dialog Boxes.

Links on the OP.

Edited August 14 by Lisias
Publishing schedule

Quote   Edit   zer0Kerbal likes this

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

Calvin_Maclure

Kerbonaut in the making

● ● ● ●

Posted August 4

Report post

> **On 8/4/2019 at 10:45 AM, Lisias said:**
>
> The "good news" is that these are already diagnosed. The batteryBankMini is borking due a patch on ROs,

see this post about how to fix. There's a lot of potential problems on the RO's patch, and unfortunately I lack the time to proper support TweakScale and also propose fixes for RO's patches, so I kindly ask you to reach RO's maintainers about the issue, pinpointing this post as a source of information.

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I talked about it here, for reference.

Unfortunately, my best and only advise is to choose a Fuel Switch and stick with it, and uninstall the others. Firespitter appears to be the One those everybody knows how to deactivate or coexist with, so this one you can leave alone. But from all the others, the easy way out for now is to choose only one of them and uninstall the others.

You could have all of them installed if patches didn't try to apply all of them on the same part - **this** is the problem (patches that add more than one Fuel Switch to a part), but the easiest way out of the mess is to not have more than one installed, so even if a rogue patch apply them, it will not be effective and the problem will not happen.

Kick me here if something else happens.

Thanks for this very complete answer, I really do

appreciate it, and your efforts to solve this issue. Modders don't get enough recognition.

- Got the SXT link, downloaded and installed. Thanks.

- RO -> so... for now, manually applying the "%" to all 300-and-change is the way to go? *sigh*! Ok! lol...

- Regarding Fuel Switching, I'll keep FireSpitter as you suggested... but I have no idea what the other ones are that I should remove... (and I'm assuming I'll also have to get rid of the mods for whom those other Fuel Switch are dependencies?)

Thanks,

+	Quote	You like this	👍 ⊗

Lisias

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

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2,313 posts
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Milkway ! OrionArm !
SolarSystem ! Earth ! America !
SouthAmerica ! Brazil !
SãoPaulo ! Capital ! Home !
LivingRoom ! MyChair

Posted August 5 (edited)   Report post ⤳

> On 8/4/2019 at 8:24 PM, Calvin_Maclure said: ⤴
>
> - Regarding Fuel Switching, I'll keep FireSpitter as you suggested... but I have no idea what the other ones are that I should remove... (and I'm assuming I'll also have to get rid of the mods for whom those other Fuel Switch are dependencies?)

Thinking is a very healthy habit, I think 😬 I should do that more times. 😬

There's another option that I totally missed. A OVERRULE patch. It's kinda of brute-forcing our way out of the mess, and this may make Add'Os' Authors less than happy (as we would deactivating things they intended to be active), but it's a way out nevertheless. This will surely void your

warranty 😁 .

Update your TweakScale to 2.4.3.2, where I fixed a dumb mistake on the Log, generate another Log and post it **with** the ModuleManager.ConfigCache. Then tell me what is your favorite Fuel Switch. I will cook a OVERRULE patch that will delete all the others FuelSwitches but the one you want when more than one FuelSwitch is on a part.

It's not perfect as it can be overruled² by a smarter patch, may break if you install another Fuel Switch, but it may work for now. And if that thing really works, I can consider adding it to Extras folder of the next TweakScale version!

Edited August 5 by Lisias
Some comments added

| + | Quote | Edit | Calvin_Maclure likes this |

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

AmpCat
Space Cat
●●●

Members
➕ **134**
396 posts

Posted August 5   Report post ⤳

I confirmed my errors are just 9 parts failing sanity checks. Should I dig up the list, or do you already have it?

Also, why can't we scale the stock science experiment storage unit? For rovers, probes and small landers, it's just massive! I've not found any mods that have smaller ones.

| + | Quote | 👍 |

I can't claim to lack coding skills. I can't claim to lack   ✖ ▾
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with Unity. I can only claim that I lack modding skills.

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

Posted August 5   Report post ⤳

> ⌄ **On 8/5/2019 at 5:40 PM, AmpCat said:**   ↪

I confirmed my errors are just 9 parts failing sanity checks. Should I dig up the list, or do you already have it?

I already know that. Thanks.

> On 8/5/2019 at 5:40 PM, AmpCat said:
>
> Also, why can't we scale the stock science experiment storage unit? For rovers, probes and small landers, it's just massive! I've not found any mods that have smaller ones.
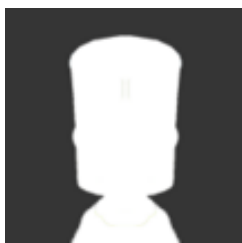
Because nobody wrote the patches. 🐸 It's an interesting feature for the 2.4.4.x series.

| **+** | Quote | Edit |

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

---

AmpCat
Space Cat
● ● ●

Members
⊕ 134
396 posts

Posted August 5   Report post ⤳

Hm. How hard is writing patches? Not that I want to sign up for another hobby, but this might be worth the effort. 🐸

| **+** | Quote |

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---

zer0Kerbal
Junior Rocket Scientist
● ● ● ●

Posted August 5   Report post ⤳

> On 8/5/2019 at 5:49 PM, AmpCat said:
>
> Hm. How hard is writing patches? Not that I want to sign up for another hobby, but this might be worth the

effort. 😵

fairly easy, once you learn the basic syntax. However, it can get complicated and involved once you go past the simple and straightforward. TweakScale patches are relatively easy, as long as you remember to have ReScale.dll installed. 😵

There are several interesting MM patches that clone (+PART) stock inventory containers, one by @4x4cheesecake (iirc) for the landercan is rather fun. One bit of note: I believe (from testing) that the max number of slots is limited by the PAW GUI to something like 30 slots.

➕   Quote   👍

"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 feebleminded in envious, joyous awe

---

AmpCat

Space Cat

●●●

Posted August 5   Report post   ⤴

I meant the Tweakscale patches in particular. I've done other several other patches. Would just like to be able to get a smaller experiment storage unit. :p Or somehow add that functionality to any command module would be nice too. I suppose I could dig up the container type from the stock one and look up the patch scripting to put it on any command module.

➕   Quote   👍

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zer0Kerbal

Junior Rocket Scientist

●●●●

> ⌄ On 8/5/2019 at 6:19 PM, AmpCat said: ⤴
>
> I meant the Tweakscale patches in particular. I've done other several other patches. Would just like to be able to get a smaller experiment storage unit. :p Or somehow add that functionality to any command module would be nice too. I suppose I could dig up the container type from the stock one and look up the patch scripting to put it on any command module.

this might work:

> ❯ **Reveal hidden contents**

and this is a simple scale patch for that part: (~~un~~tested) I had fun writing this patch - added a new 'sanitykeeping' feature - the :HAS[MODULE[!TweakScale]] so no duplicate patches! (*knocking on wood*). Also note - smaller = lighter and costlier. Larger = heavier and uncostlier (ok, not a word).

> ❯ **Reveal hidden contents**

Edited August 5 by zer0Kerbal

+ Quote   👍

"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 feebleminded in envious, joyous awe

Calvin_Maclure

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There's another option that I totally missed. A OVERRULE patch. It's kinda of brute-forcing our way out of the mess, and this may make Add'Os' Authors less than happy (as we would deactivating things they intended to be active), but it's a way out nevertheless. This will surely void your warranty 😁 .

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Quote selection

It's not perfect as it can be overruled² by a smarter patch, may break if you install another Fuel Switch, but it may work for now. And if that thing really works, I can consider adding it to Extras folder of the next TweakScale version!

I was just... thinking 😝 if I'm on KSP 1.6.1, wouldn't the TS version 2.4.0.7 work? The subsequent versions seem to be the ones where this Kraken issue began, no?

➕   Quote   You like this   👍 ✕

Lisias

Boldly crashing what no Kerbal has crashed before!

Posted August 6   Report post ↗

On 8/6/2019 at 9:24 PM, Calvin_Maclure said:

I was just... thinking 🐵 if I'm on KSP 1.6.1, wouldn't the TS version 2.4.0.7 work? The subsequent versions seem to be the ones where this Kraken issue began, no?

Nops. These things are happening since 1.4.1 at least (I got my first serious crashes and savegames corruptions on 1.4.3, last year). You **should** use the latest TweakScale on any KSP >= 1.4.1, as all of them suffer from the problem TS detects.

You may have some reluctrance to get older Add'On versions fixed for older KSP versions, but that is the main reason I cooked the OVERRULES patches. The worst happens, we handcraft a patch for you to keep your game running on a safe, besides far from ideal, way.

| ✚ | Quote | Edit |

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

Calvin_Maclure

Kerbonaut in the making

••••

Posted August 6   Report post ⤳

> On 8/6/2019 at 9:45 PM, Lisias said:
>
> Nops. These things are happening since 1.4.1 at least (I got my first serious crashes and savegames corruptions on 1.4.3, last year). You **should** use the latest TweakScale on any KSP >= 1.4.1, as all of them suffer from the problem TS detects.
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> You may have some reluctrance to get older Add'On versions fixed for older KSP versions, but that is the main reason I cooked the OVERRULES patches. The worst happens, we handcraft a patch for you to keep your game running on a safe, besides far from ideal, way.

Huh, ok. My only concern is your previous (if it still applies) comment regarding the Fuel Switching. Since I play RO/RSS/RP-1, I use Real Fuels (which uses SolverEngines

which I believe is a Fuel Switching mod??). FireSpitter I know is used by several mods (though I could not tell you which ones...), so my main and only concern really is, if I can only use one Fuel Switching and not the others, then I have to get rid of several mods (potentially) and I don't know which ones use what... Makes sense?? Don't know what, if anything, can be done about this.

Thanks so much for all your help and efforts.

➕ Quote   You like this 👍 ✕

"We choose to go to the moon... we choose to go to the moon and do the other things. NOT because they are easy, but because they are hard!" *- John F. Kennedy*
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Lisias

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

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Posted August 6   Report post ◄

> 🔽 On 8/6/2019 at 10:24 PM, Calvin_Maclure said: ↪
>
> if I can only use one Fuel Switching and not the others, then I have to get rid of several mods (potentially) and I don't know which ones use what... Makes sense?? Don't know what, if anything, can be done about this.

Or you can apply a OVERRULE patch to get rid of the "extra" Fuel Switch on the parts that have more than one. 🐵

You can have more than one Fuel Switch installed on the GameData, things goes through the tubes when people install more than one Fuel Switch on a part. The easiest way of avoid the mess is to do no install more than one Fuel Switch on your KSP - so patches just can't shove more than one on a part even if they try (and some will).

But easiest is not always best. For your case, the OVERRULE patch is the solution.
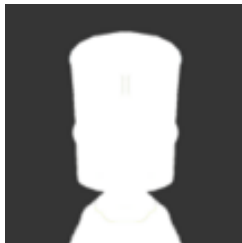
Unholy interactions between modules is what Krakens✕ ▾
feed on... — Lisias

ble210
Rocketry Enthusiast
● ●

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Posted August 6   Report post   ⤴

I received a warning that 9 parts failed a sanity check. I've reviewed the log and can see what they are (mostly engine plates). Can I ignore this warning and still use the engine plates (and be careful to not tweak them), or will issues arise? Thanks!

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Posted August 7   Report post   ⤴

> ⌄ On 8/6/2019 at 11:52 PM, ble210 said: ⤴
>
> I received a warning that 9 parts failed a sanity check. I've reviewed the log and can see what they are (mostly engine plates). Can I ignore this warning and still use the engine plates (and be careful to not tweak them), or will issues arise? Thanks!

You can use them without worries. TweakScale is telling you that these parts cannot be scaled by lack of proper support, but they are alright to be used.

Warnings and advises are just informative. These are yellow or white, and means that things are not perfect (yet), but are not bad either.

The nasty things are informed in red, and these gets in the way preventing you to proceed until you dismiss them.

About that 9 parts, version 2.4.4 will have them supported.

➕   Quote   Edit   zer0Kerbal likes this

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

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

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