

# [>= 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](#)

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## Dragonlover1201

Newbie



New Members

0

2 posts

Posted August 22

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So um im not a very techy person im getting the same fatal error message what do i do cuz idk how to edit code and stuff

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## Lisias

Boldly crashing what no Kerbal has crashed before!



Posted August 22 (edited)

[Report post](#)

On 8/22/2019 at 5:19 PM, Dragonlover1201 said:

So um im not a very techy person im getting the same fatal error message what do i do cuz idk how to edit code and stuff

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Hi. Sorry for that. I'll need the KSP.log and most of the time the GameData/ModuleManager.ConfigCache too (it helps to cook HotFlxes and Overrules when needed). I found [this tutorial](#) that will explain how to locate the folder in which installed KSP from the Desktop Icon you use to launch the game - these files will be there, together the EXE file. Be careful to do not move out anything from there by accident.

Open an account using DropBox, Google Drive or any other file sharing service, publish the link here and then I can check these files to see what's happening.

Don't worry, no savegame is left behind around here. We will fix things for you. 🤖 (but I need that files first!)

Edited August 22 by Lisias

Hit "save" too soon.



Quote

Edit

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

## The Kerbal King

Bottle Rocketeer



Members

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7 posts

Posted August 22 (edited)

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@Lisias

Thanks for the help. A couple of questions:

1. Will I manually need to remove the hotfix? If so how will I know when.
2. Do you think it will corrupt my save because I played a little while waiting for the fix?

Edited August 22 by The Kerbal King



Quote

You like this



## Lisias

Boldly crashing what no Kerbal has crashed before!



Posted August 22

Report post



On 8/22/2019 at 8:32 PM, The Kerbal King said:





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@Lisias Thanks for the help. A couple of questions:

1. Will I manually need to remove the hotfix? If so how will I know when.
2. Do you think it will corrupt my save because I played a little while waiting for the fix?

Welcome!

1. Yes. This is the reason for that pesky warning when a hot-fix is found. About knowing when.. Well, every time the affected Add'Ons are updated, you will need to delete the hot-fix and fire up KSP to see what happens. As long you don't load any savegame, no harm is done.

2. For the problems we solved now, for your current instalment, just the SXT cockpits are liable to problems. Anyway, I strongly advise to use SAVE (link in the OP). If something blows under the bonnet, SAVE will save the day 🤖 while I fix any damage for you on the backup (once a savegame load and bork, the salvage is terribly harder)



Quote Edit

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

## The Kerbal King

Bottle Rocketeer



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Posted August 23

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On 8/22/2019 at 8:46 PM, Lisias said:



About knowing when.. Well, every time the affected Add'Ons are updated, you will need to delete the hot-fix and fire up KSP to see what happens.

@Lisias

In this case it would be if I update STX or TweakScale, right?



Quote



## Lisias

Boldly crashing what no Kerbal  
has crashed before!



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Posted August 23

Report post



On 8/23/2019 at 12:04 PM, The Kerbal King said:

@Lisias In this case it would be if I update STX or  
TweakScale, right?

In your case, SXT, RQ and/or "Stock" i.e. KSP itself.

TweakScale was the Messenger for problems that it  
cannot handle, so new TweakScale versions will not help  
on these.

The only situation I'm aware that a hot-fix can be  
deprecated by updating TweakScale is when the problem  
is a TweakScale patch (as the M2X and M3X patches that  
should be gone, and one or two more in the past that are  
fixed now). These, I will advise on the TweakScale new  
Release Announces.



Quote Edit

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

## SPEKTRE

Special Executive for Kerbal  
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Location: SPEKTRE Island and  
Piz Kloria

Posted August 24 (edited)

Report post



Hi Lisias,

First of all thanks for your amazing work and dedication.  
I'm having some warnings in the opening screen. Here's my  
log:

[https://www.dropbox.com/s/900t71lmcgro7ys/KSP.log?  
dl=0](https://www.dropbox.com/s/900t71lmcgro7ys/KSP.log?dl=0)

(I'm not sure if this is the correct log file)

Cheers

Edited August 24 by SPEKTRE



Quote

You and James Kerman like this



## luxorpt

Bottle Rocketeer



Members



1

23 posts

Posted August 24

Report post



The problem is not from this module, I removed the module and the dependencies and the problem remains. That is, of course, on the contrary, you say at the beginning of your post "you are not the only one to blame", but some change in the core of the system made as usual without looking at the consequences.

I attach ksp.log where you can't find the reference to your module, but where the problem still exists.

<https://drive.google.com/file/d/1sosSLDlh1bBK7HMu80pHplqZWXQJcuUt/view?usp=sharing>



Quote



## Lisias

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Posted August 24

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On 8/24/2019 at 2:58 AM, SPEKTRE said:



Hi Lisias,

First of all thanks for your amazing work and dedication. I'm having some warnings in the opening screen. Here's my log:

<https://www.dropbox.com/s/900t71lmcgro7ys/KSP.log?dl=0>

(I'm not sure if this is the correct log file)

Cheers

Thanks! 🙄 Let's see what's there (it's the right one):

```
[LOG 07:33:22.157] [TweakScale] INFO:
TweakScale::WriteDryCost: Concluded : 3
checks failed ; 0 parts with hotfixes ;
0 parts with issues overruled ; 0 Show
Stoppers found; 16 Sanity Check failed;
```

You are good, no FATALities. That 16 Sanity Check means that there're some parts that TweakScale doesn't know, yet, how to scale correctly - so I withdrew TweakScale from them to prevent nasty collateral effects (zero mass, negative mass, bad scaling). I will implement it soon, details on the [roadmap](#). Ignore these for while, these messages will vanish gradually on the next releases.

That three failed checks may be or not a problem -it's not knowing the real problem:

```
[LOG 07:33:22.101] [TweakScale] ERROR:
part=wheelReg (TR-1L 25" Ruggedized
Vehicular Wheel) Exception on Sanity
Checks: System.NullReferenceException:
Object reference not set to an instance
of an object
[LOG 07:33:22.101] [TweakScale] ERROR:
part=wheelReg2 (TR-1L 22.5" Ruggedized
Vehicular Wheel) Exception on Sanity
Checks: System.NullReferenceException:
Object reference not set to an instance
of an object
[LOG 07:33:22.102] [TweakScale] ERROR:
part=wheelReg3 (TR-1L 25" Ruggedized
Heavy Duty Wheel) Exception on Sanity
Checks: System.NullReferenceException
```

Interesting. They are from Grounded:

```
[LOG 07:33:22.101] [TweakScale]
ERROR: part=wheelReg (TR-1L 25"
Ruggedized Vehicular Wheel) Exception
on Sanity Checks:
System.NullReferenceException: Object
reference not set to an instance of
an object
[LOG 07:33:22.101] [TweakScale]
ERROR: part=wheelReg2 (TR-1L 22.5"
Ruggedized Vehicular Wheel) Exception
on Sanity Checks:
System.NullReferenceException: Object
reference not set to an instance of
an object
[LOG 07:33:22.102] [TweakScale]
ERROR: part=wheelReg3 (TR-1L 25"
Ruggedized Heavy Duty Wheel)
Exception on Sanity Checks:
```

However, I'm using Ground too on my installments and this doesn't happens to me! Before blindly trying removing Add'Ons, I think a better initial approach would be checking your ModuleManager.ConfigCache (its on GameData/ModuleManager.ConfigCache). Publish it and link it here, so I can give a peek on it. With luck, I can understand what's happening and eventually improve the Sanity Checks!

Scale safe! 🤖



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

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

## Lisias

Boldly crashing what no Kerbal has crashed before!



Posted August 24 (edited)

[Report post](#)



**On 8/24/2019 at 7:05 AM, luxorpt said:**



The problem is not from this module, I removed the module and the dependencies and the problem remains. That is, of course, on the contrary, you say at the beginning of your post "you are not the only one





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to blame", but some change in the core of the system made as usual without looking at the consequences.

I attach ksp.log where you can't find the reference to your module, but where the problem still exists.

[https://drive.google.com/file/d/1sosSLDlh1bBK7HM\\_u80pHplqZWXQJcuUt/view?usp=sharing](https://drive.google.com/file/d/1sosSLDlh1bBK7HM_u80pHplqZWXQJcuUt/view?usp=sharing)

It's some months since my last bork on the code (now I bork the packaging! 🤖) indeed. Most of the problems I see nowadays are collective borks - a series of small mishaps that, by themselves, are not serious but when they gather together... 🤖

It's hard, extremely hard to publish faultless artifacts on a collective work. And as time goes by, things that used to work stop working because something else had to change. And this includes KSP itself. I agree that some borks are easily avoidable with some extra efforts on the "development process", but others, frankly, are unavoidable - things we think will happen sometimes just don't happen, or happens in the exact opposite way.

Some times, you just can't win - all that remains to be done is to lose the less painfully it's possible so you can fight another day.

What doesn't mean that we can't work to make things better - or less worse in the worst case. We fix the small thingies, and there're less things to be fixed by people that knows better that things.

Well, enough chitchat. Let's get our dirty paws dirtier:



```
[ERR 10:47:17.362] AssemblyLoader:
Exception loading
'B9_Aerospace_WingStuff':
System.Reflection.ReflectionTypeLoadExc
eption: The classes in the module
cannot be loaded.
    at (wrapper managed-to-native)
System.Reflection.Assembly:GetTypes
(bool)
    at
System.Reflection.Assembly.GetTypes ()
[0x00000] in <filename unknown>:0
    at AssemblyLoader.LoadAssemblies ()
[0x00000] in <filename unknown>:0
```

This is the root cause of your problems.

My best guess is that WingStuff is missing a dependency:

```
System.IO.FileNotFoundException: Could
not load file or assembly 'KSPUtil,
Version=0.0.0.0, Culture=neutral,
PublicKeyToken=null' or one of its
dependencies.
File name: 'KSPUtil, Version=0.0.0.0,
Culture=neutral, PublicKeyToken=null'
```

If I'm right, by installing KSPUtil the WingStuff will loaded fine - and then the Mono's bug on the Reflection will not be triggered, and then KSPe will not be killed by the bug, and then everything else that uses it will work fine. Yeah, this is sounding as an Aircraft Crash Report at this time....

— — POST EDIT — —

Incredibly (or not that much), I just realized that I had analysed the wrong KSP.log! Interesting enogh, it had the **exact same problem** as yours, except that the guy was using KSPe while you, in reality, is not. 🤖

Well, not so Interesting - I'm archiving the KSP logs sorted by bug, so picking the wrong one is easy.

(getting old is a pain in the SAS)

Edited August 24 by Lisias  
any geriatrician available? :P



Quote Edit

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

## SPEKTRE

Special Executive for Kerbal  
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Location: SPEKTRE Island and  
Piz Kloria

Posted August 24

Report post



@Lisias

thank you very much for your reply 🤖

Here's my MM Config.Cache:

<https://www.dropbox.com/s/9puu4ldgwg5ibtz/ModuleManager.ConfigCache?dl=0>

Cheers



Quote



## Lisias

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Posted August 24

Report post



On 8/24/2019 at 4:56 PM, SPEKTRE said:



@Lisias

thank you very much for your reply 🤖

Here's my MM Config.Cache:

<https://www.dropbox.com/s/9puu4ldgwg5ibtz/ModuleManager.ConfigCache?dl=0>

Cheers

Thanks. I found the problem on both sides (patch, and lack of proper check on TweakScale).

The problem on your installment is TMasterson5 TweakScale Patches. It naively sets the scaling type to "free" on everything without checking if TweakScale is installed, neither if the part is supported.

```
@PART[wheelReg3]
{
    %MODULE[TweakScale]
    {
        type = free
    }
}
```

There's nothing preventing this patch to be applied if TweakScale is not installed, or the part has not support for TweakScale (i.e., TweakScale is installed, but no one had patched the part). And there're no patches for Grounded's wheels currently (not from me, not from Grounded's Maintainer).

Additionally, when (by luck) the part is already patched, the "type" has not the "%" operator, so a new instance of the attribute "type" will be added - and this will make TweakScale panics later, issuing a "Houston" on you (as two "types" is one of the known situations that can ruin the scaling rules for crafts, including flying ones. nasty).

Every single patch from TMasterson5 TweakScale Patches (and not only this one) must be edited to something like this:

```
@PART[wheelReg3]:NEEDS[Grounded]
{

    @MODULE[TweakScale]:NEEDS[TweakScale]:FINAL // Should be :AFTER[TweakScale],
    but TS doesn't uses :FOR yet.
    {
        %type = free
    }
}
```

I reopened [Issue #30](#) to handle the detection of this variant - it's a silly change, but I'm tracking code related to these issues, so I walk on the line these times. 🤖

For a Quick&Dirty fix, you can edit GameData/TMasterson5TweakscalePatches/Grounde

dTweakscale/weakscaleConfigPatch.cfg and bluntly delete the patches for wheelReg, wheelReg2 and wheelReg3 . In the current state, these parts are inducing TweakScale to a NRE if you try to use them.

Thanks for the ConfigCache. It helped me to confirm my suspects (you know, I'm somewhat prone to misread logs today 🤖).

+ Quote Edit SPEKTRE likes this

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

## SPEKTRE

Special Executive for Kerbal Transport and Exploration



Members

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7 posts

Location: SPEKTRE Island and Piz Kloria

Posted August 25

Report post

On 8/24/2019 at 7:27 PM, Lisias said:

Thanks for the ConfigCache. It helped me to confirm my suspects (you know, I'm somewhat prone to misread logs today 🤖).

Glad to help 🤖

+ Quote



## 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 August 25

Report post

On 7/23/2019 at 2:36 AM, Lisias said:

Keep an eye on the Munar Industries for the next release. I had applied a pull request with the fix.

You did? I don't see it

+ Quote



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  
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Posted August 25 (edited)

Report post

On 8/25/2019 at 9:14 PM, linuxgurugamer said:

You did? I don't see it

Oh, boy.... I did it again? I'm checking what the heck I did  
this time. I'll be back in a moment.

— post edit —

It's with a lightened heart that I inform I'll not be alone on  
the Asylum for the Senile Kerbonauts. 🤖

You already had merged it. 🤖

<https://github.com/linuxgurugamer/ModularFuelTankExpansion/pulls?q=is%3Apr+is%3Aclosed>

Cheers!

Edited August 26 by Lisias

POST EDIT.



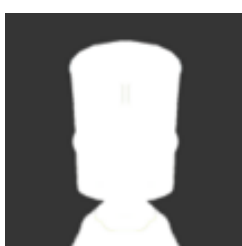
Quote Edit

linuxgurugamer, viperwolf and zer0Kerbal like this

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

## Tsani

Bottle Rocketeer



Posted August 27

Report post

Osiyo,

Need some help as Tweakscale is throwing fatal errors  
along with some others that are not fatal (yet).

Been having trouble getting the game to load up recently.

Members

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8 posts

So I decided to rebuild it from scratch manually since CKAN seems to be acting funky on my end.

I run a heavily modded game. This part is just the parts files I need. I have not loaded the mods that affect game play or visuals.

At first, it seemed as tho Tweakableeverything mod was causing dll errors, so I eliminated that mod for now. Everything was loading fine till I started getting 16 non-fatal errors, then after loading Nearfutureconstruction, the fatal errors started. Something about double resources or ?

Here is the link to the KSP file:

<https://www.dropbox.com/s/bg5ypc6du1fxwkk/KSP.log?dl=0>

And the ModuleManager

file: <https://www.dropbox.com/s/muhi09kxg2zkdh1/ModuleManager.ConfigCache?dl=0>

Eventually, I want to teach myself how to solve this but for now I need your help please.

Thankyou to you and all the other modders, I do enjoy the game much more because of you all!

Tsani



Quote

You like this



## Lisias

Boldly crashing what no Kerbal has crashed before!



Members

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Posted August 27 (edited)

Report post



On 8/27/2019 at 12:35 PM, Tsani said:



Osiyo,

Hi! A Customer! Welcome! (cleaning up the dust from the balcony) 🤖

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On 8/27/2019 at 12:35 PM, Tsani said:



Need some help as Tweakscale is throwing fatal errors along with some others that are not fatal (yet).

Been having trouble getting the game to load up recently. So I decided to rebuild it from scratch manually since CKAN seems to be acting funky on my end.

I run a heavily modded game. This part is just the parts files I need. I have not loaded the mods that affect game play or visuals.

At first, it seemed as tho Tweakableeverything mod was causing dll errors, so I eliminated that mod for now. Everything was loading fine till I started getting 16 non-fatal errors, then after loading Nearfutureconstruction, the fatal errors started. Something about double resources or ?

FATALities are a problem, because they ultimately lead to savegame corruption, and demands a human (Kerbals didn't managed to cut it yet) to inspect what's happening and fix it (or workaround it).

Yellow boxes are Warnings and/or advises. They are telling you that something needs to be remembered due reasons:

- Overrules (specially crafted patches meant to keep the game broken in a controlled way so you can keep playing your current savegames) and HotFixes (brute force fixes to the installment, allowing you to create new savegames that will keep compatible with future releases of the Add`Ons, as well to older releases of Add`Ons that cannot be updated by some reason).
- I call these Sanity Checks:
  - Parts not supported yet. These ones will disappear as I implement proper support (see the Road Map on the OP).
  - Parts that fails to be checked. I don't do anything about because, well, I failed to check it - so it can be good, or can be bad. I'm tackling down these ones as I realized what's



wrong and fix the code.

The difference from the "Houston" errors from the Warnings for parts that are not Sane is that these ones I can bluntly withdraw support because they **never** did or will work correctly, and any savegame with it is already doomed. The only safe approach to these parts is not allowing TweakScale to touch them, so at least you can use them safely (without scaling, however). It's a pain in the SAS, but other than an annoyance, that's all.

The "Houston" are serious because the patching itself is bad, and can render a good savegame into a trashcan. You install the bad patch, open your savegame, save your game, and now you are doomed - deinstalling the patch will ruin everything that it's flying with the affected patches. Once it happens, you **need** to keep the affected parts "broken" in a deterministic way, and this is the job of the Overrules.

A HotFix aims to fix the patching into a sane way, compatible to things made right. They are meant to be used while the offending Add-On is not updated, or when it is stalled and not updated anymore and can't be fixed due copyright reasons (ARR or Non Derivatives).

Both of them must be deleted as soon as they are not needed anymore, because they interfere with the normal patching process, brute forcing something into the game.

Well, I think you can now be somewhat assured that only "Houston" problems are really nasty, and the others are just temporary annoyances that, ideally, will vanish by themselves as I implement proper support (for that few parts I do not support yet) and the Add-Ons are fixed (and so, patching is sane and overrules and hotfixes are not needed anymore and can be deleted).

Now, let's crack that nut:

▼ On 8/27/2019 at 12:35 PM, Tsani said: ↩

Here is the link to the KSP file:

<https://www.dropbox.com/s/bg5ypc6du1fxwkk/KSP.log?dl=0>

And the ModuleManager

file: <https://www.dropbox.com/s/muhi09kxg2zkdh1/ModuleManager.ConfigCache?dl=0>

Ugh... Somewhat messy installment:

```
[LOG 11:04:48.461] [TweakScale] INFO:
TweakScale::WriteDryCost: Concluded : 0
checks failed ; 0 parts with hotfixes ;
0 parts with issues overruled ; 18 Show
Stoppers found; 97 Sanity Check failed;
```

Let's solve the FATALities first.

```
[LOG 11:04:48.340] [TweakScale]
ERROR: **FATAL** Part truss-octo-01
(Octo-Girder Modular Truss XL) has a
fatal problem due having duplicated
properties - see issue [#34](
https://github.com/net-lisias-
ksp/TweakScale/issues/34 ).
[LOG 11:04:48.340] [TweakScale]
ERROR: **FATAL** Part truss-octo-02
(Octo-Girder Modular Truss) has a
fatal problem due having duplicated
properties - see issue [#34](
https://github.com/net-lisias-
ksp/TweakScale/issues/34 ).
[LOG 11:04:48.340] [TweakScale]
ERROR: **FATAL** Part truss-octo-03
(Octo-Girder Modular Truss Mini) has
a fatal problem due having duplicated
```

Well, they all have duplicated properties. It's almost certain that something is installed twice on your installment. Let's pick one of the parts and see:

```
[LOG 00:53:10.876] Applying update
Contares/Patches/CONTARES_TweakScale/
@PART[truss-octo-*] to
NearFutureConstruction/Parts/Truss/tr
uss-octo/truss-octo-crew-
02.cfg/PART[truss-octo-crew-02]
[LOG 00:53:45.036] Applying update
TweakScale/patches/NFT_TweakScale/@PA
RT[truss-octo-crew-02] to
NearFutureConstruction/Parts/Truss/tr
uss-octo/truss-octo-crew-
02.cfg/PART[truss-octo-crew-02]
[LOG 00:54:22.916] Applying update
kOS/kOS-module-
manager/@PART[*]:FOR[kOS] to
NearFutureConstruction/Parts/Truss/tr
uss-octo/truss-octo-crew-
02.cfg/PART[truss-octo-crew-02]
```

Every patch that touched the "**truss-octo-crew-02**" are listed above. Of course this is not bad by itself, we need to figure out the ones double patching TweakScale on the part. Since a fellow Kerbonaut already had reached me with something similar, I already know how to fix it. See [this post for details](#). I want to quote myself from that post here:

#### Quote

Unfortunately, Contares doesn't provides a Github, Bitbucket or any other Code Hosting service, so I'm unable to apply the patches my self as I made earlier.

I can't help you further neither. The patches ruling TweakScale **for now** (as installing an new Add'On can change things!) is the default ones. You can try deleting  
GameData/TweakScale/patches/NFT\_TweakScale.cfg . It appears to be a quick&dirty workaround, but this can break any craft you have made (including the flying ones). I think you should install [S.A.V.E.](#) before trying this.


Until Contares' Maintainer fix the patches, you will need to remember to delete that file every time you

This will ensure things will be patch as Contares' Author want it to be. However, this will break any savegame with flying crafts that uses one of these 17 parts, as due the patch's flaws, they are being overwritten by TweakScale ones . So, perhaps you would want to delete "GameData/Contares/Patches/CONTARES\_TweakScale" instead - but by doing so, you risk losing the patches that are fine, and then you will have other parts not behaving as expected. I recommend to install S.A.V.E. and try both approaches to see the one that will work for you.

Alternatively, I will publish a HotFix for Contares on the TweakScale repository using your ConfigCache as source (thanks for it, it make things easier to me), so at least you can keep things how they are in a safe way and keep playing. Stay tuned.

The best solution is to reach the Contares's Maintainers and ask them to fix the patches as I explained [here](#). This will fix everything and for good.

About hat 97 warnings....

- 9 of them are about parts with [ModulePartVariants with mass](#). These ones are ok for now, I will implement support for it as time allows (see that Road Map)
- 7 of them are about [parts with FSbuoyancy](#). Same thing, this will be solved as I have time to understand how to scale these.
- 81 of them are [ModuleB9PartSwitch together ModuleFuelTank](#) . Well, there's not too much I can do. A part can only have **one** Fuel Switch, but some patched blindly shove themselves into parts without caring if there's another Fuel Switch already applied. You can delete the previous patch and add yours, or you can ignore the part - both options are perfectly fine. But ideally you can't have both, as no one tells TweakScale who is the right one to obey and then **\*\*kaboom\*\***. 
  - My best advise is to choose one Fuel Switch and stick with it, deinstalling any other from your installment. It's possible to have many

Fuel Switches installed on the same KSP, but they need to guarantee that only one is being applied to a part. Until there, there's nothing else one can do.

You can safely use all that parts, no problem. You just can't scale them until the problem is fixed.

— — POST EDIT with FIXES — —

Well, I think I managed to cook some HOTFIXes.

[@sierralpha](#), I think this will interest you too!

This is a HotFix, so it will brute-force its way into the GameDatabase. Bluntly. But at least, you have a choice about who you want to brutalize with the patch! 🤖

These patches will only work when TweakScale is installed **and** being used on the part, as I don't have notice of problems happening when TweakScale is not installed on the part too.

Contares problems can be fixed are follows:

- [Download](#) (click on the Raw button) or extract from the distribution file  
the `TweakScale/Extras/TweakScale/HotFixes/Contares--TweakScale.cfg` file.
- Move it into some place on your KSP installment. Be sure to remember where, as you would want to delete it once the Add'Ons maintainers fix the problem.
  - I suggest to  
use `GameData/___LOCAL/TweakScale/HotFixes/`

— — —

~~About the Fuel Switch problem, if you prefer to use MFT over B9 (i.e. if both Fuel Systems are installed on a part, you want to keep using MFT):~~

- ~~[Download](#) (click on the Raw button) or extract from the distribution file  
the `TweakScale/Extras/TweakScale/HotFixes/ModuleFuelTank-ModuleB9PartSwitch-Prefer MFT.cfg` file.~~

- ~~Move it into some place on your KSP installment. Be sure to remember where, as you would want to delete it once the Add'Ons maintainers fix the problem.~~
  - ~~I suggest to~~  
~~use GameData/\_\_\_LOCAL/TweakScale/HotFixes/~~

~~Otherwise, if you prefer B9PartSwitch over ModularFuelTank (what should be considered as B9 switches a lot more things than only fuel), do what follows:~~

- ~~[Download](#) (click on the Raw button) or extract from the distribution file~~  
~~the TweakScale/Extras/TweakScale/HotFixes/ModuleFuelTank ModuleB9PartSwitch~~  
~~Prefer B9.cfg file.~~
- ~~Move it into some place on your KSP installment. Be sure to remember where, as you would want to delete it once the Add'Ons maintainers fix the problem.~~
  - ~~I suggest to~~  
~~use GameData/\_\_\_LOCAL/TweakScale/HotFixes/~~

I didn't have time to properly test these things, so please use S.A.V.E. and also publish again your ConfigCache so I can Eye Ball the thing and be sure everything is fine. I will check it myself as time allows, but until there, consider these patches as untested (because untested they are!)

— Warning: The two patches above (about Fuel Switches) are not working, I will edit this when I fix the things!

Edited August 28 by Lisias

MOAR FIXES!



Quote Edit

James Kerman likes this

---

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

# Tsani

Bottle Rocketeer



Members



8 posts

Posted August 27

Report post 

Osiyo and wado Lisias! (Hello and Thankyou),

So, If I understand correctly, Contares seems to be the bigger issue and basically unresolvable unless the maintainer of the mod performs upkeep. It is game version 1.3.1, so maybe I should consider moving on without it and figure on how to rebuild with out it. I do use KSPModAdmin so I can see what parts are affected.

As to B9 or MFT, hmmm, tough call. But B9 definitely affects more for me. Did not realize that MFT was a fuel switcher. My bad, must have missed that.

I do use the S.A.V.E mod on my full installation and I keep multiple backups of the entire directory on a separate drive as well.

I will put the changed MM configcache in dropbox and link it to you after I do this. Hope it helps not only me, but you and others.

Sorry about the messy installment. I believe that would fall on my shoulders as I am not using CKAN this go round. It didn't want to install some of the files needed and I got fed up with it quitting on me. So I went manual install.

I use to work with Fortran, Assembly, and Unix, but have been away from coding for a loooong time. I hope to saddle back back up and learn some of this newer stuff. The syntax throws me a bit. Not used to thinking the way its done now.

I thank you much for your help. Nice looking pup in the photo BTW!



Quote

You and James Kerman like this



# Tsani

Bottle Rocketeer



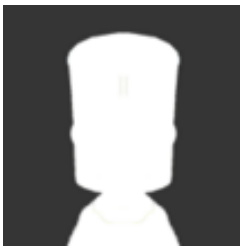
Posted August 27

Report post 

Osiyo,

New Files. I found a newer copy of Contares Core and





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8 posts

installed it. Have not done the Hotfix yet. So now I have the yellow box warning about Sanity Check Failures and no Red Box Fatafs. So making headway.

Screen SHot of Tweakscale warning screen:

[https://www.dropbox.com/s/4ew1ym8mdhbye01/Tweakscale Screen Display Warning.jpg?dl=0](https://www.dropbox.com/s/4ew1ym8mdhbye01/Tweakscale%20Screen%20Display%20Warning.jpg?dl=0)

New KSP File:

<https://www.dropbox.com/s/bg5ypc6du1fxwkk/KSP.log?dl=0>

New ModuleManager ConfigCache File:

<https://www.dropbox.com/s/muhi09kxg2zkdh1/ModuleManager.ConfigCache?dl=0>

Hope these help.

Osiyo,

Looking at the new files, I see what you were referring to about B9 and MFT. So I am going to apply the Hot Fix next after I take a look at some craft files. I think MFT was loaded as a dependency. Will make new files accessible when done.



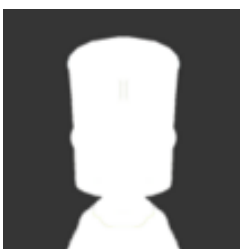
Quote

You like this



**Tsani**

Bottle Rocketeer



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Posted August 28

Report post

Lisias,

QQuestion.

I do not have MFT installed. Could this be an issue of another mod calling for it in a manner that Tweakscale thinks its there? Just trying to understand this process.

And here are the files after loading the hotfix to use B9.

KSP After

Hotfix: [https://www.dropbox.com/s/2vjvixgxc2dxpxi/KSPA After Hot Fix.log?dl=0](https://www.dropbox.com/s/2vjvixgxc2dxpxi/KSPA%20After%20Hot%20Fix.log?dl=0)

ModuleManager ConfigCache After

Hotfix: <https://www.dropbox.com/s/b8t4jnoybd3e0f7/Mod>

[uleManager After HotFix.ConfigCache?dl=0](#)

KSP Before

Hotfix: <https://www.dropbox.com/s/bg5ypc6du1fxwkk/KSP Before Hotfix.log?dl=0>

ModuleManager ConfigCache before

Hotfix: <https://www.dropbox.com/s/muhi09kxg2zkdh1/ModuleManager Before Hot Fix.ConfigCache?dl=0>

Please disregard the links in the previous message as I believe they may be invalid due to a file name change.

Thank you. I am slowly learning and figuring things out.



Quote



## Lisias

Boldly crashing what no Kerbal has crashed before!



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2,313 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

Posted August 28 (edited)

Report post



On 8/27/2019 at 10:24 PM, Tsani said:



Osiyo and wado Lisias! (Hello and Thankyou),

So, If I understand correctly, Contares seems to be the bigger issue and basically unresolvable unless the maintainer of the mod performs upkeep. It is game version 1.3.1, so maybe I should consider moving on without it and figure on how to rebuild with out it. I do use KSPModAdmin so I can see what parts are affected.

Welcome! ("Hawa"?)

Yes, but no necessarily. Running "business" late night can be 'dangerous' 🤖 — we start to do things by muscular memory, and end up spreading outdated information.

Things are somewhat more manageable with HotFixes, a stunt that I implemented recently. A HotFix is just a patch with a marker that TweakScale recognizes and shows a message on the screen, they are not special by

themselves. What make them special is how I handle them: with care.

Since these things are essentially mangling with other people's works by their backs, if something changes (as a correctly written third Add'On that delete everything and applies its own sets of rules), these HotFixes can start to break things instead of fix them, and then the backslash would be somewhat... "uncomfortable". 🤖

That`s the reason I was restraining myself from openly publishing fixes before cooking a way to keep track of them - what ended up being more simple than I initially thought, by the way. Kind of overreaction from my part. 🤖

Patches are patches, if they work on 1.4.0, they work on 1.3.1. The latest Module Manager 4 apparently works on 1.3.1, so you should be good by applying the patches on 1.3.1 too. (and if stock MM4 borks on 1.4.1, talk to me - I have a custom fork that I tested down to 1.3.0, and I think 1.2.2 but don't remember exactly if everything worked right).

TweakScale, by now, doesn't works on 1.3.1, but it's possible to backport it to support 1.3.1 if there's demand. I'm working on supporting 1.3.1 on some Add'Ons since some time (note: one of the KSPe library objectives, if you peek TweakScale dll files), so perhaps this would be a nice addition to the 2.4.x series from TweakScale.

Moving straight to 1.7 can be traumatic, a **lot** of things changed (and not always for "better" - KSP 1.7 run slower then 1.3.1 on the same machine), if 1.3.1 suits you perfectly and there's nothing on newer ones that you want to use, sticking to 1.3.1 can be a viable option.

👇 On 8/27/2019 at 10:24 PM, Tsani said:

As to B9 or MFT, hmmm, tough call. But B9 definitely affects more for me. Did not realize that MFT was a fuel switcher. My bad, must have missed that.

Yep. In a way or another, the patch only removes one of them when both are installed, that hot fix don't delete

anyone when just one are there (or when TweakScale is not installed on the part - I just checked things with TweakScale, so I decided to be prudent on this).

Installing just one of them on the KSP is the easiest way out of the mess, obviously. But with hotfixes it's feasible to keep both (besides worksome, as someone needs to cook hotfixes all the time).

▼ On 8/27/2019 at 10:24 PM, Tsani said: ↩

Sorry about the messy installment. I believe that would fall on my shoulders as I am not using CKAN this go round. It didn't want to install some of the files needed and I got fed up with it quitting on me. So I went manual install.

You need to see my 1.4.5 installment. I preserved it (I had invested a huge amount of time on it), and I'm using it as a test bed. First time I run the beta version of TweakScale 2.5 (where everything will be running as it should), I got 172 FATALities alone (I don't even remember how many warnings...).

In a way or another, it's not user's fault. It's not necessarily even Author's fault - people borks, people borks all the time. What rendered us in this mess was ignoring that we are prone to bork instead of applying safeties to allow people to bork, safely detect the foolish and then fix it.

Until now. 🤖

▼ On 8/27/2019 at 10:24 PM, Tsani said: ↩

I use to work with Fortran, Assembly, and Unix, but have been away from coding for a loooong time. I hope to saddle back back up and learn some of this newer stuff. The syntax throws me a bit. Not used to thinking the way its done now.

Hey, I did some FORTRAN77 on college. Even managed to

do some task on punch cards 🤖

I saved mine, by the way.

➤ **Reveal hidden contents**

▼ **On 8/27/2019 at 11:15 PM, Tsani said:**



New Files. I found a newer copy of Contares Core and installed it. Have not done the Hotfix yet. So now I have the yellow box warning about Sanity Check Failures and no Red Box Fatales. So making headway.

Screen SHot of Tweakscale warning screen:

[https://www.dropbox.com/s/4ew1ym8mdhbye01/Tweakscale Screen Display Warning.jpg?dl=0](https://www.dropbox.com/s/4ew1ym8mdhbye01/Tweakscale%20Screen%20Display%20Warning.jpg?dl=0)

Good. But I just realized I need to fix the message, it's misleading! It should say "there's no way to scale them", not "used them". Well, fixed for the next release.

▼ **On 8/27/2019 at 11:15 PM, Tsani said:**



Looking at the new files, I see what you were referring to about B9 and MFT. So I am going to apply the Hot Fix next after I take a look at some craft files. I think MFT was loaded as a dependency. Will make new files accessible when done.

Okie dokie!

▼ **On 8/27/2019 at 10:24 PM, Tsani said:**



I thank you much for your help. Nice looking pup in the photo BTW!

Welcome, and thanks! 🐶 (I like dogs)

▼ **On 8/28/2019 at 11:56 AM, Tsani said:**



I do not have MFT installed. Could this be an issue of another mod calling for it in a manner that Tweakscale thinks its there? Just trying to understand this process.

Vish... (local expression for "irrc" or something).

So, something is blindly shoving MFT in your installment, without even caring if MFT is available or not. So applying the patch "prefer-MFT" would kill your installment. 🤖

Well, someone needs to check every patch being applied to that affected parts and fix them using :NEEDs or something.

Well, at least this implies that these 97 parts are false alarms - without MFT installed, the MFT module is ripped out from the part on the crafts. (or it should, at least - some KSP internals changed slightly on the past months, so it would be wise to check this info just in case).

▼ On 8/28/2019 at 11:56 AM, Tsani said:

Thank you. I am slowly learning and figuring things out.

Welcome. It's not that hard, and since you are an UNIX freak as me 🤖, `cat`, `pipes`, `grep` and `wc` are your friends. 🤖

I will check the new logs by night.

Edited August 28 by Lisias



Quote Edit

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

**Lisias**

Boldly crashing what no Kerbal

Posted August 28

Report post

has crashed before!



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2,313 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

On 8/28/2019 at 11:56 AM, Tsani said:

KSP After

Hotfix: <https://www.dropbox.com/s/2vjvixgc2dpxi/KSPAAfter Hot Fix.log?dl=0>

ModuleManager ConfigCache After

Hotfix: <https://www.dropbox.com/s/b8t4jnoybd3e0f7/ModuleManager After HotFix.ConfigCache?dl=0>

KSP Before

Hotfix: <https://www.dropbox.com/s/bg5ypc6du1fxwk/KSP Before Hotfix.log?dl=0>

ModuleManager ConfigCache before

Hotfix: <https://www.dropbox.com/s/muhi09kxg2zkdh1/ModuleManager Before Hot Fix.ConfigCache?dl=0>

Something doesn't compute as it should...

#### <before>

```
[LOG 21:57:50.566] [TweakScale] INFO:
TweakScale::WriteDryCost: Concluded :
0 checks failed ; 0 parts with
hotfixes ; 0 parts with issues
overruled ; 0 Show Stoppers found; 97
Sanity Check failed;
```

#### <after>

```
[LOG 10:29:16.960]
Config(@PART[*]:HAS[@MODULE[TweakScale]&@MODULE[ModuleFuelTank]&@MODULE[ModuleB9PartSwitch]]:NEEDS[TweakScale]:FINAL)
__LOCAL/TweakScale/HotFixes/ModuleFuelTank--ModuleB9PartSwitch--Prefer-B9/@PART[*]:HAS[@MODULE[TweakScale]&@MODULE[ModuleFuelTank]&@MODULE[ModuleB9PartSwitch]]:NEEDS[TweakScale]:FINAL
```

There're no TweakScale relevant differences between both logs (before and after the HotFix).

**DO NOT** use that HotFix, it's not working as I intended. My understanding of MM patches need some work, I will fix this as time allows.



+ Quote Edit

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

## Insanity\_BK

Rocketeer



Members

+ 5

35 posts

Posted August 28 (edited)

Report post

@Lisias Got a FATAL TweakScale error. Made a github issue: <https://github.com/net-lisias-ksp/TweakScale/issues/70>

Thanks!

Edited August 28 by Insanity\_BK spelling

+ Quote

You like this



## Tsani

Bottle Rocketeer



Members

+ 6

8 posts

Posted August 28

Report post

@Lisias Hmm. Ok. Will yank it out and keep an eye on this thread. Thanks.

+ Quote

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## Lisias

Boldly crashing what no Kerbal has crashed before!



Members

+ 2,239

Posted August 29 (edited)

Report post

Hi.

I had being asked (more than once) if this **overrules** and **hotfixes** of mine are definitive fixes, if they can be used safely, etc, etc, etc. So I though it could be a good idea to try to explain, better this time, what at heck are these stunts after all. 🤖

## Overrules

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A overrule, as the name says, is a patch the overrules TweakScale (and anything else) in order to make things "broken" in a deterministic way.

Rogue patches usually renders the GameDatabase in a unsafe state, but sometimes they just messes things without provoking crashes on the game. So, once these situations are detected (i.e.: messed up GameDatabases but that doesn't explodes under our noses), a overrule can be created to keep only some parts "broken" in order to keep ongoing savegames... ongoing.

This is needed because, now, savegames are intrinsically tied to the GameDatabase on the host installment. Modules preset on the GameDatabase that are not present in the savegame are injected while loading. It wasn't always this way - some KSP versions ago, and I tested it until 1.4.5, absent modules on the savegame would render parts in memory without that modules - so this is a relatively new problem.

Older KSPs probably don't need this - but yet, rogue patches are undesirable anyway.

There're three problems on this approach:

1. I brute force my way into the GameDatabase, disregarding everything else.
  1. This is bad because an additional Add'On would like to change something (as a new scale type), and the overrule will bluntly throw away everything and shove a recorded in stone configuration that used to work on the time I wrote the thing.
  2. So every time a new Add'On that patches something with TweakScale is installed, we need to make sure that the overrule are still valid.
2. This keeps the GameDatabase in a unholy (besides controlled) state, and so every craft and savegame will only work on a broken installment.
  1. It's, indeed, only meant to prevent you from losing your savegame.
3. It prevents the part to be checked by the Sanity Checks. Since the thing is essentially breaking the part, it would rise an "Houston" on TweakScale.

1. So... if you mess up a Overrule, TweakScale will not detect the problem.

## **HotFixes**

A HotFix is something like a Overrule, except that instead of breaking the part to keep an ongoing savegame alive, I effectively fix the part as it should be at first place. They are meant to be used while the Add'On Author/Maintainer doesn't applies a new Release with the fixes, or when the Add'On is stalled and cannot be adopted and fixed due Copyright reasons (as being ARR or CC-\*-ND).

This is less worst than an overrule because crafts and savegames are now interchangeable between different (sane) KSP installments.

But there're two problems on this approach:

1. I brute force my way into the GameDatabase, disregarding everything else.
  1. This is bad because an additional Add'On would like to change something (as a new scale type), and the overrule will bluntly throw away everything and shove a recorded in stone configuration that used to work on the time I wrote the thing.
  2. So every time a new Add'On that patches something with TweakScale is installed, we need to make sure that the overrule are still valid.
2. It prevents the part to be checked by the Sanity Checks, as sometimes it will force a condition that the Sanity Check thinks it's bad, but it was found to be a false alarm.
  1. So... if you mess up a HotFix, TweakScale will not detect the problem.

## **Conclusions**

Overrules and HotFixes are not final solutions for the problem. They are temporary workarounds that fix the

problem under our noses, but can create new ones later, and are meant to be used as last resource only.

The only real and safe solution for the problem is reaching the offending Add'On Author/Maintainer for a new release with the problem fixed.

In the mean time, and as always, you can reach me here for help when things go through the tubes. *No savegame will be left behind.* 🙄

Edited Thursday at 11:38 PM by Lisias

Copy and paste error! Fixed things now

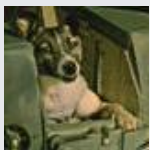


Quote Edit

N3N likes this

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

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