KERBAL
SPACE PROGRAM

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🔔 ✉️ Lisias ▾

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[>= 1.4] TweakScale - Under Lisias' Management - 2.4.3.4 - 2019-0903

[>= 1.4] TweakScale - Under Lisias' Management - 2.4.3.4 - 2019-0903

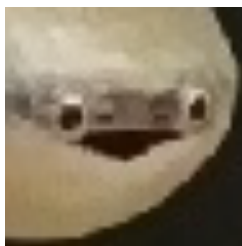By Lisias, October 16, 2018 in Add-on Releases

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DodoOnTheMün

Bottle Rocketeer

● ●

Members
➕ 5
15 posts
Location: Trapped in a RC-L01 Remote Guidance Unit

Posted September 16

Report post ⤴

https://drive.google.com/drive/folders/1kT3K9NTelQ7nAon0BnDqxB3-OpO7_W6e?usp=sharing @James Kerman

my bad, this link should work

➕   Quote   James Kerman likes this 👍

Epox75

Gravity Assist Fetichist

● ● ●

Posted September 16

Report post ⤴

In all honesty I don't think that this mod, as it is right now, should be available for download as official release. With all these bugs it works way below any user's expectation. In 7 years of playing KSP I've never experienced something like that, right now this is not a mod is a game-breaking

virus. And that's a pity because it is indeed a great mod when it works fine.

+ Quote

---

kcs123
Junior Rocket Scientist
●●●●●
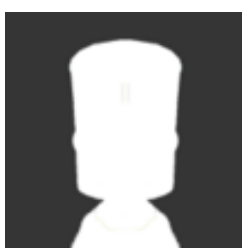
Posted September 16

Report post ⤶

> On 9/16/2019 at 2:32 PM, Epox75 said:
>
> In all honesty I don't think that this mod, as it is right now, should be available for download as official release. With all these bugs it works way below any user's expectation. In 7 years of playing KSP I've never experienced something like that, right now this is not a mod is a game-breaking virus. And that's a pity because it is indeed a great mod when it works fine.

To be honest, bad MM patches that were causing issues were around for a long time. Only recently it was discovered true reason for issues and way to detect them. Once detected, issues are solved quickly, but mod developer can't know by himself for each part mod of KSP is it have bad MM commands or not.

As with any other mod around, use it or not use it on your own risk. Everything is explained what is working and what not and what to do if someone encounter any issue. Asking for this mod to be removed and call it "virus" is a bit too much.

+ Quote

You like this

Official FAR Craft Repository - show off your designes there ✕ ▾ or ask how to build one.

Craft examples - efficient crafts for FAR: **KCS Space Planes Craft Repository** - redefining term of light and heavy

payload.

How to use FAR graph when you design craft ? - click to

sturmhauke
SSTO Junkie
● ● ● ●

Members
➕ **945**
939 posts
Location: looking for more Δv

Posted September 16

Report post

> **On 9/16/2019 at 3:09 PM, kcs123 said:**
>
> To be honest, bad <u>MM</u> patches that were causing issues were around for a long time. Only recently it was discovered true reason for issues and way to detect them. Once detected, issues are solved quickly, but mod developer can't know by himself for each part mod of KSP is it have bad <u>MM</u> commands or not.
>
> As with any other mod around, use it or not use it on your own risk. Everything is explained what is working and what not and what to do if someone encounter any issue. Asking for this mod to be removed and call it "virus" is a bit too much.

I completely agree. @Lisias has been making every effort to address issues. A virus has these properties:

1. Written with malicious intent
2. Attempts to remain hidden
3. Attempts to propagate itself to new hosts

None of that applies here.

➕   Quote   You like this

Epox75
Gravity Assist Fetichist

Posted September 16 (edited)

Report post

On 9/16/2019 at 3:09 PM, kcs123 said:

To be honest, bad MM patches that were causing
issues were around for a long time. Only recently it
was discovered true reason for issues and way to
detect them. Once detected, issues are solved
quickly, but mod developer can't know by himself for
each part mod of KSP is it have bad MM commands
or not.

As with any other mod around, use it or not use it on
your own risk. Everything is explained what is working
and what not and what to do if someone encounter
any issue. Asking for this mod to be removed and call
it "virus" is a bit too much.

On 9/16/2019 at 3:26 PM, sturmhauke said:

I completely agree. @Lisias has been making every
effort to address issues. A virus has these properties:

1. Written with malicious intent
2. Attempts to remain hidden
3. Attempts to propagate itself to new hosts

None of that applies here.

Ok I might have exaggerated in calling it a virus, sorry. Is
not certainly written with malicious intent but it works
hidden until i call the debug or look at ksp.log and about
propagating to new host: I scaled a science part on
spacecraft and I found all RCS parts (I never scaled them)
with negative weight... so I disagree on point 2 and 3.

I tried it 4 months ago with RO/RSS/RP-1 and it broke the
game. Then I tried it in modded stock, it broke the game.
Recently I did tried it again with RSS/RO/RP-1 a new and
guess what? It broke the game again (issue 11). As a
matter of fact is not working properly, this thread is full of
log reports, in my opinion it's not appropriate to release it
on platforms like spacedock, ckan and so on. It should be
a Dev/Test build.

I do have backups, but still I won't play without tweakscale working properly, is an essential mod for me especially when it comes to put science parts on a spacecraft and scale them to balance the weight. In RSS/RO you don't have powerful reaction wheels, everything is done with RCS and weight balancing is fundamental.

Anyway to be clear: I am not asking for the mod to be removed, the developer should do what he/she think it's proper, that doesn't mean that I shouldn't be entitled to have an opinion about it.

Put yourself in the shoes of a long time KSP user.
He wants to play KSP after a break, he installs most of the mods via CKAN and then in the middle of the gameplay, 10 years into a career, comes the message that the game might break up because of tweakscale. It's like saying: "Be careful! You just got a kick in the teeth"... oh well, thanks of the advice.. you could have told me earlier or not at all.

Edited September 16 by Epox75

+   Quote

Lisias

Boldly crashing what no Kerbal has crashed before!

●●●●●

Members

➕ **2,314**

2,425 posts

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

Posted September 16   Report post

> **On 9/16/2019 at 8:40 AM, Zorg said:**
>
> A lot of people might assume when they see it, that TMHC exists because Tweakscale natively doesnt support MH. I also thought this and briefly had it installed at some point before realizing MH was already covered.

It's what I was wandering. But TweakScale has MH support for more than an year already.

> **On 9/16/2019 at 8:40 AM, Zorg said:**

This is playing cat and mouse with the World, and I'm not even sure I'm the cat on this.

What's triggering my grumpiness is that I could not even download the thing because this damned thing has no presence on the Web! I managed to find a page with a link to Spacedock, but that was all. I don't know who's the Author, I don't know the contents (but now that some kind user cared to provide me with the ConfigCache, I can Infer it by reverse engineering). But at least I can check it now that I know it's still available on CKAN.

Unsupported Add'Ons should be marked as such. And it's pretty unfeasible to expect me to detect and mark every single Add'On created in the past to avoid having my Toes stomped by zoombies. 😵

on the other hand, people using CKAN use it for a reason, to do not have to handle such idiosyncrasies him/her/itself. 😬

I think that unsupported Add'Ons on CKAN should be marked as such, with a very nice alert on installing.

Alternatively, a List of Endorsed Add'Ons could be implemented. Curators would be responsible to maintain such lists to avoid this mess.

well, now that I know what's this, I can write a nice Show Stopper message detecting "Unholly Add'Ons", freezing the game until the thing is uninstalled.

Ideally, I should not have so much of my free time wasted diagnosing things that would be hugely simpler to prevent by other means, as the installation tool. There are real problems still happening on the wild, and I wasting time diagnosing the same problems over and over.

Please note that this is not a complain about the people reporting the same problems over and over - don't shoot the messenger. The problem is the need to report the problem at first place. We solve the root cause, people stops complaining about the same issues, because the

issues are solved for good.

We have a flaw on our Distribution Process. We need to locate it, and tackle it down.

 Quote   Edit

Everybody borks. — Gregory Kerman ✕ ▼

Zorg
Sr. Spacecraft Engineer
● ● ●

Members
⊕ 1,213
415 posts

Report post ⤜

> ⌄ On 9/16/2019 at 4:34 PM, Lisias said: ⤴
>
> I think that unsupported Add'Ons on CKAN should be marked as such, with a very nice alert on installing.

Hi Lisias, thats exactly what I'm suggesting. I'm kind of new to CKAN/Netkan and I dont know how you have yours set up. I just started looking after realplume where the netkan file is on github but I think your netkan points to spacedock.

The thing is you can mark Making History Tweakscale Configs as incompatible within your netkan settings. This way CKAN will not just warn users, it will outright refuse to install it together with tweakscale. You can probably speak to the CKAN people for help with this.

Edited September 16 by Zorg

 Quote   You like this 👍 ✕

RealPlume - Stock Configs   ✕ ▼

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

Posted September 16 (edited)   Report post ⤜

> ⌄ On 9/16/2019 at 4:17 PM, Epox75 said: ⤴

I tried it 4 months ago with RO/RSS/RP-1 and it broke the game. Then I tried it in modded stock, it broke the game. Recently I did tried it again with RSS/RO/RP-1 a new and guess what? It broke the game again (issue 9). As a matter of fact is not working properly, this thread is full of log reports, in my opinion it's not appropriate to release it on platforms like spacedock, ckan and so on. It should be a Dev/Test build.

I could not agree less. The main reason for RO problems with TweakScale is RO bad patches. RO fix their patches, problems go away - people using RO had reached me in private asking me how to fix RO patches, since the RO guys said they don't support TweakScale, besides having a lot of bad patches on the distribution.

The root cause for this is **you not following Maintainers advices**. RO guys don't support TweakScale, and I already have my hands full supporting Add'Ons that support TweakScale. What I gladly do creating Pull Requests when the license terms are acceptable and the Maintainer are kind enough to accept the contribution.

> On 9/16/2019 at 4:42 PM, Zorg said:
>
> The thing is you can mark Making History Tweakscale Configs as incompatible within your netkan settings. This way CKAN will not just warn users, it will outright refuse to install it together with tweakscale. You can probably speak to the CKAN people for help with this.

This is the same as trying to cure Malarya with antipyretics. And this doesn't covers manual installing.

This is shoving on my ... shoulder 🙄 the burden to fix things did by third parties. It's unfair and unfeasible to expect that an Add'On Maintainer to be responsible for the ~~(bad) behaviour~~ misbehaviours from third parties.

[snip]

I just checked the NetKAN file for

[TweakscaleMakingHistoryConfigs](#):

```
{
    "spec_version": "v1.4",
    "identifier":
"TweakscaleMakingHistoryConfigs",
    "$kref":
"#/ckan/spacedock/1806",
    "license":      "WTFPL",
    "x_via":        "Automated
SpaceDock CKAN submission",
    "depends": [
        { "name": "TweakScale"
},
        { "name": "MakingHistory-DLC" }
    ]
}
```

No Author informed. The SpaceDock entry 1806 returns 404 Not Found. I didn't found it on the [web archive neither](#).

By all means, this is a "bogus" entry that describes an Add'On that doesn't exists and CKAN guys know about it, as it was frozen. So, no. I'm not making CKAN accountable for this mess neither - they are, also, just messengers.

— — — — —

That said, I'm not sitting on my hands on this. I will tackle this problem down. I just will not play Cat and Mouse with the problem - if I'm going to use yet some more of my scarce free time solving third parties problems again, I will do it on my terms.

TL;DR : I will support who supports me, and I will work out a soft ban on non forum compliant Add'Ons.

(please don't take it as an argument on you - you are another messenger on this problem! 😬)

Edited September 18 by Lisias

bad beheviour and misbehaviour are different things. I will try to remember that.

+   Quote   Edit

Zorg

Sr. Spacecraft Engineer

● ● ●

Members

➕ **1,213**

415 posts

Posted September 16

Report post ⤴

> ⊻ **On 9/16/2019 at 4:34 PM, Lisias said:** ⤴
>
> What's triggering my grumpiness is that I could not even download the thing because this damned thing has no presence on the Web!

So I found the netkan entry for this:

https://github.com/KSP-CKAN/NetKAN/blob/master/NetKAN/TweakscaleMakingHistoryConfigs.frozen

It says automated Spacedock submission. But the mod has been deleted by the author from spacedock (probably because TS got updated for MH) which is why you cant find it. But for some reason CKAN is still picking up and distributing it.

If you wish, you can contact the original author and ask them to resolve this with the CKAN people: https://forum.kerbalspaceprogram.com/index.php?/profile/104003-jedtech/

➕ Quote 👍

RealPlume - Stock Configs ×▾

Epox75

Gravity Assist Fetichist

● ● ●

Members

Posted September 16

Report post ⤴

> ⊻ **On 9/16/2019 at 4:48 PM, Lisias said:** ⤴
>
> I could not agree less. The main reason for RO problems with TweakScale is RO bad patches. RO fix their patches, problems goes away -people using RO had reached me in private asking how to fix RO patches, since the RO guys said they don't support

> TweakScale, besides having a lot of bad patches on
> the distribution.
>
> The root cause for this is **you don't following
> Maintainers advices**. RO guys don't support
> TweakScale, and I already have my hands full
> supporting Add'Ons supporting TweakScale. What I
> gladly do creating Pull Requests when the license
> terms are acceptable and the Maintainer are kind
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>
> This is trying to cure Malarya with antipyretics. And
> this doesn't covers manual installing.
>
> This is shoving on my shoulder the burden to fix
> things did by third parties. It's unfair and unfeasible to
> expect that an Add'On Maintainer to be responsible
> for the (bad) behaviour from third parties.

I am a long time user of RSS and RO, I never had such
game breaking issues before 1.3.1 and I always used
tweakscale. On the main page of RSS there's an advice
about not using Kerbal Joint Reinforcement and no
mention about tweakscale. Same thing on this page.. or
am i supposed to scroll every post to see if there is some
info about it? By the way the issue is #11 not #9 as I stated
above. Anyway it's the negative weight of parts (Δv
 increases attaching parts) .

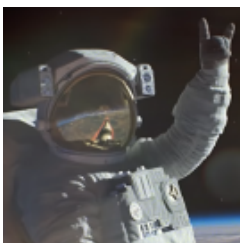If I look at the issue #11 there's no mention of RO at all.

[+]   Quote

Thiagobs

Rocketry Enthusiast

● ● ●

Posted September 16   Report post

@Lisias

Looks like, while is frozen, one can still download it using
CKAN

Ckan meta:

https://github.com/KSP-CKAN/CKAN-
meta/blob/master/TweakscaleMakingHistoryConfigs/Twe

[akscaleMakingHistoryConfigs-1.0e.ckan](#)

it doesn't show in Spacedock.info, but CKAN can still download it from there (I've just tested here and it does install correctly in the ominous GameData/TweakscaleMakingHistoryConfigs folder)

Now, I've never used CKAN before apart for some quick testing, but if the frozen status/file means CKAN shouldn't download/list the mod, it seems it isn't working, at least not for that particular mod/patch

＋ Quote

Lisias

Boldly crashing what no Kerbal has crashed before!

●●●●●

Posted September 16 (edited)   Report post

> On 9/16/2019 at 5:18 PM, Epox75 said:
>
> I am a long time user of RSS and RO, I never had such game breaking issues before 1.3.1 and I always used tweakscale. On the main page of RSS there's an advice about not using Kerbal Joint Reinforcement and no mention about tweakscale. Same thing on this page.. or am i supposed to scroll every post to see if there is some info about it? By the way the issue is #11 not #9 as I stated above. Anyway it's the negative weight of parts (Δv increases attaching parts) .
>
> If I look at the issue #11 there's no mention of RO at all.

So go back to use KSP 1.3.1 🐵

Things had changed, dude. KSP changed, a lot of Add'Ons changed, and things are how they are now.

RO does not support TweakScale. I can't support an Add'On that doesn't supports me.

I will omit the Source for obvious reasons, but this is what I was told about:

> **❯ Reveal hidden contents**

[snip] if you are willing to help me on fixes for the mess, I'm accepting Pull Requests for HotFixes like this.

https://github.com/net-lisias-ksp/TweakScale/blob/dev/emergencial/2.4.3.4/Extras/TweakScale/HotFixes/RO-Stock_Electrical.cfg

Edited September 16 by Starhawk

Redacted by moderator

[+]   Quote   Edit

Everybody borks. — Gregory Kerman ✕ ▾

Epox75

Gravity Assist Fetichist

● ● ●

Members

➕ **459**

230 posts

Location: Sol System - Milky Way

Posted September 16 (edited)

Report post ◄

[snip]

I mean my savegame broke 4 months ago, It broke again today.. it's clear enough to me that if the problem wasn't fixed within 4 months it's not going to be solved anytime soon.

And about RO not supporting Tweakscale:

Edited September 16 by Starhawk

Redacted by moderator

Starhawk

Space Janitor

●●●●●

Moderator

➕ **2,238**

2,985 posts

Location: Found in Space or in Western Canada

Posted September 16   Report post   ⤳

Some content has been removed.

This is a friendly message from the moderation team reminding you not to take your frustrations out on each other. Name calling and rudeness are not going to solve anyone's problems and they're certainly not going to improve the thread. Also, they're not allowed.

Thanks for your understanding,
KSP Moderation Team

Quote   👍

If you can get to orbit, you're halfway to anywhere.   ✖▾

TheKSPBeginner

Beanos the Cool

●●●

Members

➕ **254**

424 posts

Location: One more

Posted September 16   Report post   ⤳

@Lisias where do I put the fix tho

Quote   👍

                                         ✖▾

- Welcome Back, me.

Amanaman3600

Newbie

●

Posted September 16   Report post   ⤳

https://drive.google.com/file/d/1lNqUk_JfaX96FD3-

The file was too big for pastebin. I have 100000000 mods but removing Tweak Scale and KSPIE (dependent on TS) and my KSP runs fine. not sure what the issue is

+ Quote

Lisias

Boldly crashing what no Kerbal has crashed before!

●●●●●

Members

⊕ **2,314**

2,425 posts

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

Posted September 16   Report post

My apologies to anyone that witnessed that sad exchange of... opinions. I'll try not to be drawn again to such things.

Now, let's get back to business. 🗿

> On 9/16/2019 at 6:56 AM, OSCARWB said:
>
> I recently updated TweakScale and reinstalled KSP Interstellar Extended then launched KSP and after loading got the warning about fatal parts and to send my ksp.log file here for help.

Got it.

```
[LOG 18:57:27.124] [TweakScale] INFO:
WriteDryCost Concluded : 1429 parts
found ; 0 checks failed ; 0 parts with
hotfixes ; 0 parts with issues
overruled ; 6 Show Stoppers found; 9
Sanity Check failed; 488 unscalable
parts.
```

You can ignore that 9 "Sanity Check failed", these are parts that were patched but since some things had changed over time, TweakScale was not doing a proper job on supporting them. Please be patient as these parts will be supported on the next Iteration (2.4.4.x) of TweakScale.

Let's get our pawns dirty on that 6 FATALities:

```
[LOG 18:57:27.020] [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 18:57:27.041] [TweakScale]
ERROR: **FATAL** Part SecuBot16bad
(SecuBot16bad) has a fatal problem
due having duplicated properties -
see issue [#34](
https://github.com/net-lisias-
ksp/TweakScale/issues/34 ).
[LOG 18:57:27.043] [TweakScale]
ERROR: **FATAL** Part M50FixedAero
(M50FixedAero) has a fatal problem
due having duplicated properties
```

The first one, M2X.EndCap, was already identified before. It is/was a glitch on Mk2 Expansion. My pull request was closed and the fixes applied. The 1.8.6. release has the fixes. Please update Mk2Expansion.

The remaining 5, SecuBot16bad; M50FixedAero; Single30TurretAlpha; M30StreamlinedAero and GeneralDynamicsXM301 are being patched by SM_Armory, an Add'On that is not available anymore for downloading.

One of them are being patched twice by SM_Armory:

```
[LOG 18:53:22.644] Applying update
SM_Armory/Patches/tweakscale/@PART[Sing
le30TurretAlpha] to
SM_Armory/Parts/Config/Single30Ball.cfg
/PART[Single30TurretAlpha]
[LOG 18:53:22.877] Applying update
SM_Armory/Patches/tweakscale/@PART[Sing
le30TurretAlpha] to
SM_Armory/Parts/Config/Single30Ball.cfg
/PART[Single30TurretAlpha]
```

So I think it's reasonable to conclude that the source of the

rogue patching appears to be SM_Armory. However, this Add'On is ARR and it's not available anymore for downloading, so I can't even inspect the patches myself, so we are in the dark on this issue.

What doesn't means I can't try to help. Please send me your ModuleManager.ConfigCache so I can eye-ball it. With some luck, and by analysing the other Add'Ons those patches are available, I can infer the SM_Armory's original intent and then provide you with a HotFix for SM_Armory. Alternatively, if you have a GitHub account, we can move this "ticket" to the Issue #63, as more than one fellow Kerbonaut are getting some problems with it.

> On 9/16/2019 at 9:17 AM, DodoOnTheMün said:
>
> I think i have copied everything you need in here
>
> https://drive.google.com/drive/folders/1kT3K9NTelQ7nAon0BnDqxB3-OpO7_W6e

Ugh..

```
[LOG 13:53:20.773] [TweakScale] INFO:
WriteDryCost Concluded : 1136 parts
found ; 0 checks failed ; 0 parts with
hotfixes ; 1 parts with issues
overruled ; 118 Show Stoppers found; 0
Sanity Check failed; 478 unscalable
parts.
```

118 show stoppers. And some of them are, indeed, badly patched. Three tines in a row, as this part I got from the ConfigCache:

```
            MODULE
            {
                    name =
TweakScale
                    type = free
                    type = free
                    type =
free_square
            }
```

Yep, we have some work to do! 🐢

However, I have a problem. Your KSP.log appears to be incomplete! See:

```
[LOG 13:50:40.451] Config(PART)
AirplanePlus/Parts/Aero/smallwings/ha
lfwing/smallwingConnector1
[LOG 13:50:43.427] PartLoader:
Compiling Part
'AirplanePlus/Parts/Aero/smallwings/h
alfwing/smallwingConnector1'
[LOG 13:50:43.491] PartLoader: Part
'AirplanePlus/Parts/Aero/smallwings/h
alfwing/smallwingConnector1' has no
database record. Creating.
[LOG 13:50:43.494] DragCubeSystem:
Creating drag cubes for part
'smallwingConnector1'
[LOG 13:53:20.641] [TweakScale]
WARNING: **FATAL** Found a
showstopper problem on
```

Do you see? There are **no** "Applying updates" lines on the log! (see the previous ones to see how they list every patch on a part using a log line with "Applying update"). Initially I thought you were being running from a ConfigCache, but I found:

```
[LOG 2019-09-16 13:15:16.312] Checking
Cache
[LOG 2019-09-16 13:15:20.683] SHA
generated in 4.379s
[LOG 2019-09-16 13:15:20.683]       SHA
= 65-EC-B7-DC-C2-42-FD-12-56-78-D8-A1-
68-23-F0-54-F1-46-FE-7C-B6-B1-F9-BE-
[LOG 2019-09-16 13:15:23.180] Changes :
Added    :
GameData/AM6E1engine/AM6E1engine.cfg
<cut>
[LOG 2019-09-16 13:15:23.185] Cache SHA
= 4D-CE-A9-99-5B-2A-A7-DC-98-3F-FA-30-
41-F5-71-AA-BC-E5-26-A8-40-4F-94-5C-
[LOG 2019-09-16 13:15:23.185] useCache
= False
```

What means that no, you are not loading from cache. But
then I found some parts with the log message, and others
without:

```
[LOG 2019-09-16 13:46:09.429] Applying
update
SMArmory/SM_OSTandT/Patches/Armor_SMI_O
ST/@PART[Tiger1Hull]:FINAL to
SMArmory/SM_OSTandT/Parts/Tiger1Hull/Ti
ger1Hull.cfg/PART
[LOG 2019-09-16 13:46:09.479] Applying
update
TweakScale/BreakingParts/B9_HX/@PART[B9
_Structure_HX1_S_HS]:NEEDS[TweakScale]:
FINAL to
B9_Aerospace_HX/Parts/Structure_HX/mode
l_hx_size1_structure_hub_support.cfg/PA
RT
```

And this can explain why some parts are terribly patched -
the BreakingParts are a stunt to prevent ongoing
savegames to break by fixing the parts. Not all double
patching leads to a crash, so initially I was trying to keep
some parts broke in order to prevent losing
ongoing savegames. So, unless I had told you to use this

stunt, please delete GameData/TweakScale/BreakingParts
.

You have a some SM Add'ons on your installment, and there's a chance that some of them can be doing something wrong are the previous guy. But since your KSP.log is... weird... I can't be sure. Your list of DLLs says:

```
Mod DLLs found:
Stock assembly: Assembly-CSharp
v0.0.0.0
ModuleManager v3.1.1.0
ModuleManager v3.1.2.0
ModuleManager v4.0.2.0
B9AnimationModules v1.3.2.0 / vv1.3.2
B9PartSwitch v2.5.1.0 / vv2.5.1
BDArmory.Core v1.3.1.0
BDArmory v1.3.1.0
Firespitter v7.3.6867.18541
KTechCategoryMaster v0.0.0.1
SMI_APUcontroller v0.0.0.1
RasterPropMonitor v0.30.5.22792
KTechCategoryMaster v0.0.0.1
SMI_APUcontroller v0.0.0.1
SM_MalFuncIndustries v0.1.0.5
SMI CmallAwwa w0 0 1 0
```

With three different versions for Module Manager available. Perhaps having all of them installed leaded to this glitch? This is a blocking issue for me, because without a log that tells me every "Applying Update", I cant trace who is patching who and then I'm on the dark without the option of detecting the source of the problems and propose fixes.

So I need to ask you to:

1. Delete all Module Maneger DLLs but the 4.0.2 one.
2. Make sure you are not logging Module Manager into separate log files. I need all the logs into the KSP.log file, my tools are designed to work this way.
3. Delete ModuleManager.ConfigCache
4. Delete the directory <KRP_ROO>/Logs
5. Launch KSP.exe
6. As soon the FATAL Alert Box appears, just shutdown KSP

7. Send me again KSP.log, ModuleManager.ConfigCache, and just to be on the safe side, everything under <KRP_ROO>/Logs

Hopefully this will provide me with the information I need to check things.

>
> @Lisias where do I put the fix tho

To avoid accidentally deleting them, I propose to save the files on:

- hacks
    - GameData/__LOCAL/TweakScale/hacks
- Hot Fixes
    - GameData/__LOCAL/TweakScale/HotFixes
- Overrules
    - GameData/__LOCAL/TweakScale/Overrules

You can put them anywhere, but these locations are easy to remember, to check and are out of the way of the installers tools so you don't risk losing anything when update things.

> On 9/16/2019 at 9:26 PM, Amanaman3600 said:
>
> https://drive.google.com/file/d/1lNqUk_JfaX96FD3-rcRD_CawzxZN_OI_/view?usp=sharing
>
> The file was too big for pastebin. I have 100000000 mods but removing Tweak Scale and KSPIE (dependent on TS) and my KSP runs fine. not sure what the issue is

```
[LOG 17:14:30.249] [TweakScale] INFO:
WriteDryCost Concluded : 1630 parts
found ; 0 checks failed ; 0 parts with
hotfixes ; 0 parts with issues
overruled ; 554 Show Stoppers found; 0
Sanity Check failed; 476 unscalable
parts.
```

Yeah, you have about 554 Show Stoppers!! Dude, you are definitively the Winner on this contest! 🐸

But I need the full Log. I need to track down evert patch being applied to get into the problem. Please publish the full KSP.log (and also the ModuleManager.ConfigCache) on Google Drive, Drop Box or something like that. My hands are tied without all that information!

＋   Quote   Edit

Everybody borks. — Gregory Kerman✕ ▾

IronKerbal

Math Nerd and Rocket Designer

●●

Members

➕ 2

31 posts

Location: Center of the Universe

Posted September 17

I would suggest to add a tweakscale function that disables the tweakscale module on the Broken parts.

Also, I am going to make a FASA tweakscale, Fasa is a amazing mod...

＋   Quote

👍

Amanaman3600

Newbie

●

New Members

⚪ 0

2 posts

Posted September 17

Good news and bad news!
Bad news: The fix was very simple and I am dumb for not checking the files closely enough.
Good news: It's fixed and TweakScale actually had no issues! It was an issue with CKAN actually. It created a gamedata folder inside of my gamedata folder. Moving everything from that folder into my primary gamedata folder has fixed all the issues I've been having and TS is working perfectly!

＋   Quote

👍

OSCARWB

Newbie

●

New Members

● 0

2 posts

Report post

> On 9/16/2019 at 10:01 PM, Lisias said:
>
> Alternatively, if you have a GitHub account, we can move this "ticket" to the Issue #63

Yeah, I have a GitHub account. I'll put both ksp.log and ConfigCache on Issue #63

+ Quote
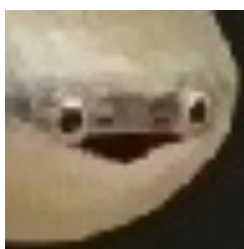

DodoOnTheMün

Bottle Rocketeer

●●

Members

● 5

15 posts

Location: Trapped in a RC-L01 Remote Guidance Unit

Report post

> On 9/16/2019 at 10:01 PM, Lisias said:
>
> - Make sure you are not logging Module Manager into separate log files. I need all the logs into the KSP.log file, my tools are designed to work this way.

I don't know how to check that or how to change it

> On 9/16/2019 at 10:01 PM, Lisias said:
>
> - Delete the directory <KRP_ROO>/Logs

I have never seen this directory before and I can't seem to find it on my computer

with the exception of these 2 steps I followed the other ones and (unsurprisingly) I got the fatal error and closed the game and copied the new log and configcache to google drive as both are too big for pastebin https://drive.google.com/drive/folders/1xVxyPoshzXyFIVgoyWr2_2pa5tAMyz4d?usp=sharing

+ Quote

Lisias

Boldly crashing what no Kerbal
has crashed before!

●●●●●

Members

➕ 2,314

2,425 posts

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

Posted September 17   Report post ⤶

> On 9/17/2019 at 5:54 AM, Amanaman3600 said: ↪
>
> Good news and bad news!
> Bad news: The fix was very simple and I am dumb for
> not checking the files closely enough.
> Good news: It's fixed and TweakScale actually had no
> issues! It was an issue with CKAN actually. It created
> a gamedata folder inside of my gamedata folder.
> Moving everything from that folder into my primary
> gamedata folder has fixed all the issues I've been
> having and TS is working perfectly!

So it was good news and great news! 🐸

Silly mistakes are my favorite kind of mistakes - they can
be easily fixed. 🐸

> On 9/17/2019 at 1:34 AM, IronKerbal said: ↪
>
> I would suggest to add a tweakscale function that
> disables the tweakscale module on the Broken parts.
>
> Also, I am going to make a FASA tweakscale, Fasa is
> a amazing mod...

Yep, it's what the Sanity Check does.

The FATALities, however, can't be automatically handled as
this can be injected at any time, i.e., you have a sane
installment, start a savegame, then you install something
and a FATALity is issued. If TweakScale withdraw itself on
this situation, the savegame can get corrupted as any craft
using the affected part will suddenly have that part
descaled. Been there, done that - very entertaining. 🐸

So the only safe measure is that scary Message Box. You
install something and if a Houston happens, you know that
whatever you installed triggered something bad (not
always the thing is broken, sometimes is something else

that it's triggered by it). And with the logs, we can check who had broken what and take action on it.

About FASA, good! 🐸 Hit me here if you need any help!

>
> Yeah, I have a GitHub account. I'll put both ksp.log and ConfigCache on Issue #63

Thanks. This will make handling it a bit easier, as I'm expecting **a lot** of similar occurrences. 🐸 (TweakScale 2.5 will be a water divisor for a lot of classic Add'Ons, by the way).

>
> I don't know how to check that or how to change it
>
> I have never seen this directory before and I can't seem to find it on my computer

There's a command line option that tells Module Manager to save its logs on a file there and not on the KSP.log (or something like that - I don't remember, I never used this option myself). It surely made sense for some people, but for me is a drawback as my tools are designed to extract what I need from a sequential stream of data (what's a log is, essentially), not from scattered files around the filesystem. Anyway, if you don't know what it is, you are not using it. 😁

>
> with the exception of these 2 steps I followed the other ones and (unsurprisingly) I got the fatal error and closed the game and copied the new log and configcache to google drive as both are too big for pastebin
> https://drive.google.com/drive/folders/1xVxyPoshzXyFlVgoyWr2_2pa5tAMyz4d?usp=sharing

Ok, let's give it another shot.

```
[LOG 13:53:59.726] [TweakScale] INFO:
WriteDryCost Concluded : 1136 parts
found ; 0 checks failed ; 0 parts with
hotfixes ; 0 parts with issues
overruled ; 118 Show Stoppers found; 0
Sanity Check failed; 478 unscalable
parts.
```

Check. Same result. Let's see the patching for smallwingConnector1:

```
[LOG 13:49:30.631] Config(PART)
AirplanePlus/Parts/Aero/smallwings/ha
lfwing/smallwingConnector1
[LOG 13:49:37.129] PartLoader:
Compiling Part
'AirplanePlus/Parts/Aero/smallwings/h
alfwing/smallwingConnector1'
[LOG 13:49:37.282] PartLoader: Part
'AirplanePlus/Parts/Aero/smallwings/h
alfwing/smallwingConnector1' has no
database record. Creating.
[LOG 13:49:37.291] DragCubeSystem:
Creating drag cubes for part
'smallwingConnector1'
[LOG 13:53:59.472] [TweakScale]
WARNING: **FATAL** Found a
showstopper problem on
smallwingConnector1 (Wing Connector
```

Damn. I was wrong, I got the very same results from the last time. I also confirmed that there's only one Module Manager on your installment, so definitively we had rule out a MM glitch or misbehaviour.

```
Mod DLLs found:
Stock assembly: Assembly-CSharp
v0.0.0.0
ModuleManager v4.0.2.0
B9AnimationModules v1.3.2.0 / vv1.3.2
<cut>
```

@DodoOnTheMün , I will need to handle this the hard way - by manually inspecting the Add'Ons patches, this is going to take more time than I have available right now. I will come back to it by night.

+ Quote   Edit

Everybody borks. — Gregory Kerman✕ ▾

zer0Kerbal
Rocket Scientist
●●●●

Posted September 17   Report post ⤴

Finally - even though appreciate the notice, after seeing it for the umpteenth time - I decided to slap a straight jacket and Hannibal mask on TweakScale and throw it kicking and silently screaming into the dungeon called MMpatch land!

❯ **Reveal hidden contents**

ps - nothing can be done to fix these parts sanity (for now), so silencing the sanity check on them won't hurt, but will save my sanity. 🤢

+ 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

Lisias

Boldly crashing what no Kerbal has crashed before!

●●●●●

Members

➕ **2,314**

2,425 posts

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

Posted September 17 (edited)

> On 9/17/2019 at 3:57 PM, zer0Kerbal said:
>
> Finally - even though appreciate the notice, after seeing it for the umpteenth time - I decided to slap a straight jacket and Hannibal mask on TweakScale and throw it kicking and silently screaming into the dungeon called MMpatch land!
>
> ps - nothing can be done to fix these parts sanity (for now), so silencing the sanity check on them won't hurt, but will save my sanity. 😵

When I did this stunt, I was thinking everything would be fixed by now. 😵 I thought the really heavy lifting on support would happen on 2.5, then I will shove :FOR[TweakScale] on the patches and then getting TweakScale out of the LEGACY patching. 😵

I jokingly "advise" to add a HOTFIX value so an AlertBox would remind you about the hack, so you don't risk forgetting this when TweakScale starts supporting them. 😵

Edited September 17 by Lisias

:P

➕   Quote   Edit

Everybody borks. — Gregory Kerman ✕ ▾

IronKerbal

Math Nerd and Rocket Designer

●●

Members

➕ **2**

31 posts

Posted September 17

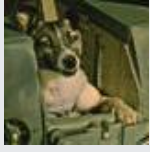@Lisias Do you have a guide to Using realchute with your mod?
Realchute does not scale with tweakscale

But stock chutes Do

➕   Quote

Location: Center of the
Universe

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[>= 1.4] TweakScale - Under Lisias' Management - 2.4.3.4 - 2019-0903

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