

# [>= 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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## zer0Kerbal

Junior Rocket Scientist



Members

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666 posts

Posted June 11

[Report post](#)

On 6/10/2019 at 5:50 PM, Lisias said:

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


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

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

ok - that clicked. KSPeXtentions or something like that. I remember needing it for another one of your projects. All good. Just nosy. 🤖

 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 feeble-minded in  
envious invious awe

**nmc**

Rocketeer



Members

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38 posts

Posted June 11

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Thank you very much [@Lisias](#) for tracking down the issue! And yes [@linuxgurugamer](#) I use TweakScale extensively with SXT =D

So I changed  
SXT\Patches\ModCompatibility\SXT\_TweakScale.cfg to use %defaultScale and %type to add-or-edit instead of add, and it works

Considering the issues raised by duplicated modules, I believe it would be safer to use add-or-edit everywhere, I will move this discussion to issue #49 on GitHub

[@Lisias](#) note that the problem with the B9 part originates exclusively with the TweakScale patch (not an interaction with another mod), I will point it out for you in the issue, see you there



Quote

linuxgurugamer likes this



## COL.R.Neville

Sr. Spacecraft Engineer



Members

+ 103

448 posts

Posted June 11

Report post

you might have a problem with your detection.

what happens when a part has no modules?

i got the mkIV fatal error thing. its with the shoulders.

if it adds this via your patch you get an error

```
@PART[mk4cockpit-shoulder*] //
{
  %MODULE[TweakScale]
  {
    type = surface
  }
}
```

but if you just add that module to the part.cfg then no error.

```
MODULE
{
  name = tweakscale
  type = surface
}
```

same thing is being added.



Quote



## Lisias

Boldly crashing what no Kerbal  
has crashed before!



Posted June 11 (edited)

Report post



On 6/11/2019 at 9:53 AM, nmc said:





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2,313 posts

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So I changed

SXT\Patches\ModCompatibility\SXT\_TweakScale.cf

g to use %defaultScale and %type to add-or-edit

instead of add, and it works

I advise against the use of %type, unless you are absolutely sure it's what you want to do.

Consider the following scenario:

```
MODULE
{
    name =

TweakScale

    type = surface
    defaultScale =

1.25

    type = free
}
```

This means that someone had patched the part as surface. THEN someone else had patched it to free. In the mean time, EVERY craft you created on every savegame you have will have something like this:



Or this:



Now try to realize what it will do with your vessels in space on in flight.

By using the "%" i in the type, you will get this:

```
MODULE
{
    name =
TweakScale
    type = free
    defaultScale =
1.25
}
```

What will render my Sanity Check useless, **BUT STILL CAUSES THE PROBLEM.**

I want to make **perfectly clear** to everyone: I'm not patching symptoms, I'm **fixing problems**. Any symptom patch (as using "%") will just make the problem harder to detect, **but will still corrupt the savegames and crafts.**

Edited June 11 by Lisias

MOAR pics

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

*Unholy interactions between modules is what Krakens* ✕ ▾

## FreeThinker

Interstellar Engineer



Members

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7,732 posts

Posted June 11 (edited)

Report post

**@Lisias** Question, when scaling the partmodule ModuleGenerator, the output is correctly scaled when tweakscaled. However, the same is not applied to the input resources. Is this intentional or a bug?

Edit: when looking at ScaleExponent I foud the following:

```
TWEAKSCALEEXPONENTS
{
    name = ModuleGenerator          //
    Stock RTG
    outputResources
    {
        rate = 3
    }
}
```

It appears inputResources is missing.

Edited June 11 by FreeThinker



Quote



Developer of [KSP Interstellar Extended](#) [Interstellar Fuel Switch](#) and [Photon Sailor](#)



## Lisias

Boldly crashing what no Kerbal has crashed before!



Posted June 11 (edited)

Report post



On 6/11/2019 at 4:25 PM, FreeThinker said:



**@Lisias** Question, when scaling the partmodule ModuleGenerator, the output is correctly scaled when tweakscaled. However, the same is not applied to the input resources. Is this intentional or a bug?

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Add'On name, part name and more info, please.

— — — —

In the mean time, I want to stress it again:

By using the "%" i in the type, you will get this:

```
MODULE
{
    name = TweakSca

le
    type = free
    defaultScale =

1.25
}
```

What will render my Sanity Check  
useless, **BUT STILL CAUSES THE PROBLEM.**

I want to make **perfectly clear** to everyone:  
I'm not patching symptoms, I'm **fixing  
problems**. Any symptom patch (as using "%")  
will just make the problem harder to  
detect, **but will still corrupt the savegames  
and crafts.**

[full text.](#)

Edited June 11 by Lisias

"full text"



Quote

Edit

*Unholy interactions between modules is what Krakens* ✕ ▼

*feed on... — Lisias*

**FreeThinker**

Interstellar Engineer



Posted June 11 (edited)

Report post

@Lisias

Its a new part which contains the following





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```
MODULE
{
    name =
ModuleGenerator

    isAlwaysActive =
false

    requiresAllInputs =
true

    startEventGUIName =
Start Power Conversion
    endEventGUIName =
Stop Power Conversion

    INPUT_RESOURCE
    {
        name =
ModuleGenerator
    }
}
```

When unscaled it correctly convert Megajoules in ElectricChange but when scaled up, the input remains the same while the output scaled up with cube

Edet: I tried to modify the tweakscale into

```
TWEAKSCALEEXPONENTS
{
    name = ModuleGenerator //
Stock RTG

    inputResources
    {
        rate = 3
    }

    outputResources
    {
        rate = 3
    }
}
```

but it doesn't work

Edited June 11 by FreeThinker





Quote



Developer of [KSP Interstellar Extended](#) [Interstellar Fuel Switch](#) and [Photon Sailor](#)



## Lisias

Boldly crashing what no Kerbal has crashed before!



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Posted June 11

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On 6/11/2019 at 4:34 PM, FreeThinker said:



When unscaled it correctly convert Megajoules in ElectricChange but when scaled up, the input remains the same while the output scaled up with cube

I will visit this issue soon. <https://github.com/net-lisias-ksp/TweakScale/issues/50>



Quote Edit

FreeThinker likes this

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

## Lisias

Boldly crashing what no Kerbal has crashed before!



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Posted June 11

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About the "%type" thingy, I want to explain again why this is terribly important.

Consider the following scenario:



Quote

MODULE

{

name = Twea

kScale

type = surf

ace

defaultScal

e = 1.25

```
}
```

Things are fine and good. Your vessels scale well. But then a new patch is applied on the GameData folder - an new Add'On, or perhaos an Add'On being updated. By some bad luck (and it happens - you, humans, are prone to err!! 🤖), a patch is applied twice . Usually due using a wildcard on the name or the PART, but obviously, sometimes we just forget to check if we already patched it - or just don't check if the patch was already patched by a third party!

So, in the next KSP boot, you get this:

▼ Quote

```
MODULE
{
    name = Twea
    kScale
    type = surf
    ace
    defaultScal
    e = 1.25
    type = free
}
```

And, now, **EVERY SINGLE CRAFT** on your savegames that uses this part, be it flying or not, will get something as this:

➤ Reveal hidden contents

As we can see, it's pretty straight forward to detect the problem. In TweakScale there can be only one. 🤖 So any duplication is necessarily the result of a Toe Stomping Fest between patches.

If patches start to blindly use %type (or any other name) for values, we will have what follows:

```
MODULE
{
    name =

TweakScale

    type = free
    defaultScale =

1.25
}
```

And now it's not easily detected anymore, but till leads to the same results - corrupted crafts and savegames.

So, and again: this stunt renders my Sanity Check useless, **BUT STILL CAUSES THE PROBLEM.**

I want to make **perfectly clear** to everyone: I'm not patching symptoms, I'm **fixing problems**. Any symptom patch (as using "%") will just make the problem harder to detect, **but will still corrupt the savegames and crafts.**



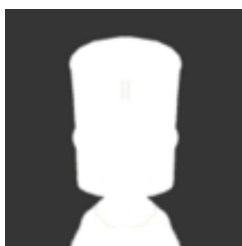
Quote Edit

emerald likes this

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

**nmc**

Rocketeer



Posted June 11

Report post

**@Lisias** Thanks for the explanation! I understand why using % is not a solution

Anyway, you PR in SXTContinued already fixes all SXT parts except the floats (and I hope to make progress on

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these soon)

The B9 HX part is broken because of a double module in the patched shipped with Tweakscale (as I mentioned in issue #49) and should be easy to fix



Quote

You like this



## Lisias

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Posted June 11 (edited)

Report post



On 6/11/2019 at 5:33 PM, nmc said:



@Lisias

Thanks for the explanation! I understand why using % is not a solution

It's not a solution for this problem. But there're valid use cases for this operator! 🤖

(but it would be safer not to use it together wildcards, I think)



On 6/11/2019 at 5:33 PM, nmc said:



Anyway, you PR in SXTContinued already fixes all SXT parts except the floats (and I hope to make progress on these soon)

Yep, I will revisit that pull request. It may be related to some issues I had with SXT, but didn't found the time to properly address them:

<https://github.com/net-lisias-ksp/TweakScale/issues/14> (this is about the FSBuoyancy)

<https://github.com/net-lisias-ksp/TweakScale/issues/17>

They are on my backlog, I just could not find the time to address them yet.



On 6/11/2019 at 5:33 PM, nmc said:



@Lisias

The B9 HX part is broken because of a double module in the patched shipped with Tweakscale (as I mentioned in issue #49) and should be easy to fix

Yeah, I'm working on it already. I have as habit to, once I detect a problem, to check the whole history of the file to locate when the change happened. This gets me insights about the reason the change was made, and sometimes it prevents me to resurrect an old problem while fixing a new one.

(public repositories are simply the very best thing that even happened on my life - except by some non-forum-compliant activities with partners of the opposite gender)

I'm checking every stock patch **AGAIN** (using Shadowzone's voice) about the use of wildcards, and then for double patching (that will be hugely easier to detect without then). I have a nasty rogue patch on the Mark IV too, and I bet my SAS I will find some more.

On a side note:

This is going to be a bit painful on the short run, but it will make everybody's gaming better on the long run.

Once we reach a good compromise on the *status-quo*, any mishap will be promptly detected while testing on the dev's machine before going gold. It will worth it. 🤖

Edited June 11 by Lisias

better phrasing



Quote Edit

viperwolf and emerald like this

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

## Kiro

Rocketeer



Members

+ 31

117 posts

I feel lucky that there was only 1 FATAL error in my install with all the mods I have. The culprit is M2X.Encap

I think I have one used on my space station so I'm hoping it doesn't corrupt my game too bad. (Luckily I backed up before the whole 1.7.1 update)



Quote



## Lisias

Boldly crashing what no Kerbal has crashed before!



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Posted June 11 (edited)

Report post



On 6/11/2019 at 10:05 PM, Kiro said:



I feel lucky that there was only 1 FATAL error in my install with all the mods I have. The culprit is M2X.Encap

I think I have one used on my space station so I'm hoping it doesn't corrupt my game too bad. (Luckily I backed up before the whole 1.7.1 update)

Give me your whole kSP.log - from that, I will find the faulty patch and then I can fix that for your, while applying a pull request to the maintainer. I need the whole thing as it lists everything that is happening on your installment, including every Add'On. ~~From this, I can locate the rogue patch (assuming it was not one of mine... 🤖).~~

— — POST EDIT — —

@Kiro

, I really need your KSP.log and I ModuleManager.ConfigCACHE too. M2X\_EndCap is a part from Mark2 Extensions, and I just confirmed that the M2X's TweakScale patches are working fine on a minimal installment (M2X, Dependencies and TweakScale). So there's something else on your installment stomping some toes. I want to tell that the M2X patches are very well written (using :NEEDS and :FINAL - besides using "%" on value names, what would make diagnosing harder if the problem was it) so it's surely something else borking up things.

Edited June 13 by Lisias

POST EDIT



Quote Edit

Kiro likes this

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

## AccidentalDisasse mbly

Junior Rocket Scientist



Members

+ 169

981 posts

Posted June 12

Report post



On 6/11/2019 at 10:07 PM, Lisias said:



Give me your whole kSP.log - from that, I will find the faulty patch and then I can fix that for your, while applying a pull request to the maintainer. I need the whole thing as it lists everything that is happening on your installment, including every Add'On. From this, I can locate the rogue patch (assuming it was not one of mine... 🤖).

I discovered one rogue patch - apparently the Mk3 Expansion AND TweakScale both have patches for a number of M3X parts. Or maybe it was something I did...



Quote

You and Kiro like this



## Acid\_Burn9

Rocketeer



Members

+ 2

26 posts

Posted June 12 (edited)

Report post



On 6/8/2019 at 8:57 PM, Lisias said:



### ANNOUNCE

Release 2.4.3.0 is available for downloading, with the following changes:

- This is an emergencial Release due a Show Stopper issue (see Issue #34 below) with some new features.
- Adding features:
  - [#7](#) Adding support for new Parts from



- KSP 1.5 and 1.6 (and Making History)!  
(\*\*finally!\*\*)
  - [#35](#) Checking for new Parts on KSP 1.7  
(none found)
    - (Serenity is Work In Progress)
- Fixing bugs:
  - [#31](#) Preventing being ran over by other mods
  - [#34](#) New Sanity Check: duplicated properties

See [OP](#) for the links.

## Warnings

The last detected ***Unholy interaction between modules (Kraken Food)***, when rogue patches apply twice the same property on a part, is now being detected on the Sanity Checks and a proper (scaring) warning is being shown. Unfortunately, it was discovered that this issue is a serious Show Stopper, potentially (and silently) ruining your savegames. This is not TweakScale fault, but yet it's up to it to detect the problem and warn you about it. If this happens with you, call for help.

Special procedures for recovering mangled installments once the TweakScale are installed (triggering the [MM](#) cache rebuilding) are possible, but **keep your savegames backed up**. And **DON`T SAVE** your crafts once you detect the problem. Reach me here for help.

This version of TweakScale stills "mangles further" affected crafts and savegames with some badly (but recoverable) patched parts so when things are fixed, your crafts preserve the TweakScale settings without harm. **THIS DOES NOT FIX THE PROBLEM**, as this is beyond the reach of TweakScale - but it at least prevents you from losing your crafts and savegames once the problem happens and then is later fixed.

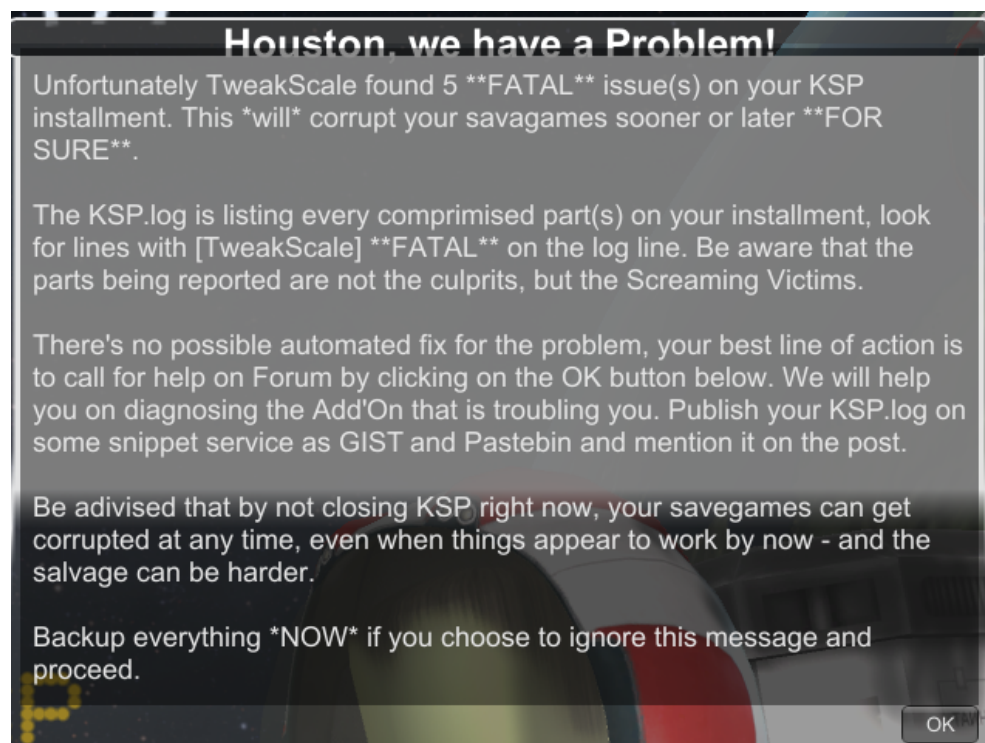
As usual, this version still drops support in runtime for some problematic parts. Any savegame with such problematic parts scaled will have them "descaled". This is not a really big problem as your game was

Keep an eye on the [Known Issues](#) file.

\_\_\_\_\_

1. GitHub , reaching first manual installers and users of KSP-AVC. Right now.
2. CurseForge - Will not be published. (I will release the next patch instead. Please be patient)
3. SpaceDock (and ckan users) - Will not be published (I will release the next patch instead. Please be patient)

The reasoning is to gradually distribute the Release to easily monitor the deployment and cope with eventual mishaps.



REEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEE (help me)

```
[WRN 09:20:24.528] [TweakScale]
**FATAL** Found a showstopper problem
on smallwingConnectortip.
[ERR 09:20:24.528] [TweakScale]
**FATAL** Part smallwingConnectortip
has a fatal problem due having
duplicated properties - see issue #34
- https://github.com/net-lisias-
ksp/TweakScale/issues/34.
```

```
[WRN 09:20:24.531] [TweakScale]
**FATAL** Found a showstopper problem
on tbmProp.
[ERR 09:20:24.531] [TweakScale]
**FATAL** Part tbmProp has a fatal
problem due having duplicated
properties - see issue #34 -
https://github.com/net-lisias-
```

Edited June 12 by Acid\_Burn9

added log



Quote

You like this



## Lisias

Boldly crashing what no Kerbal  
has crashed before!



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Posted June 12

Report post



On 6/12/2019 at 3:24 AM, Acid\_Burn9 said:



REEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEE (help me)

I need your **whole** KSP.log, and probably the  
MemoryManager.ConfigCACHE too. Put these things on  
GoogleDrive, Dropbox or something and post the links.  
This will help me to identify the details of your installment  
so I can look for the trouble maker.



Quote

Edit

## ElonsMusk

Bottle Rocketeer



Members



21 posts

Posted June 12

Report post



Has anyone encountered this bug? I have a big ol mod install but it's clean, and there are no reported Fatalities in the log. Will host for someone if needed.

Basically if have a part heirarchy like this: Robotic Piston>Strucutural Part>Wheel and enter the Action Groups menu, both the Part and the Wheel will scale themselves to around 10% while showing default (100%). Does that make sense? I'm scared to even enter a scene because this seems hella destructive.

Running 1.7.1 with full updates and most of the common mods.



Quote



## MaxPeck

Rocketeer



Members



442 posts

Posted June 12

Report post



I appreciate your diligence in being proactive with this, but is there any way to stop your mod from kicking me out of the game and opening Curseforge in a browser every time I start KSP? I get the issue and I know where to go when the fixes are ready, the system hijacking is really getting kind of annoying...



Quote

You like this



## Kerenatus

Bottle Rocketeer



Posted June 12

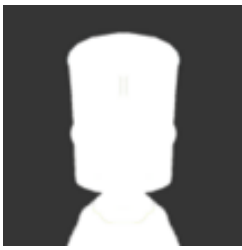
Report post



On 6/12/2019 at 4:31 PM, MaxPeck said:



I appreciate your diligence in being proactive with this, but is there any way to stop your mod from



Members

+ 97

123 posts

kicking me out of the game and opening Curseforge in a browser every time I start KSP? I get the issue and I know where to go when the fixes are ready, the system hijacking is really getting kind of annoying...

A "cancel" button would be great



Quote

You like this



## MaxPeck

Rocketeer



Members

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442 posts

Posted June 12

Report post 



On 6/12/2019 at 9:21 PM, Kerenatus said:



A "cancel" button would be great

I have to make a correction or someone will. It doesn't take you to curseforge, it brings you here.



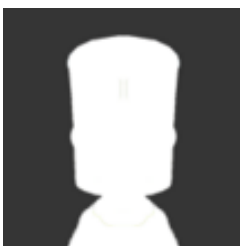
Quote

You like this



## Kerenatus

Bottle Rocketeer



Members

+ 97

123 posts

Posted June 12

Report post 

```
[WRN 20:01:15.997] [TweakScale]
**FATAL** Found a showstopper problem
on B9.Structure.HX1.S.HS.
[ERR 20:01:15.997] [TweakScale]
**FATAL** Part B9.Structure.HX1.S.HS
has a fatal problem due having
duplicated properties - see issue #34
- https://github.com/net-lisias-
ksp/TweakScale/issues/34.
```

```
[LOG 2019-06-12 19:56:02.789]
Applying update
TweakScale/patches/B9_Aerospace/B9_HX
/@PART[B9_Structure_HX1_S_H*] to
B9_Aerospace_HX/Parts/Structure_HX/mo
del by size1 structure hub2 cfc /part
```

i think i find a problem.

the patch applied to "B9\_Structure\_HX1\_S\_H\*" also (wrongly) applied to "B9\_Structure\_HX1\_S\_HS" which had its own patch applied, which caused duplication.



Quote

You like this



## Lisias

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SouthAmerica ! Brazil !  
SãoPaulo ! Capital ! Home !

Posted June 12

Report post



On 6/12/2019 at 4:31 PM, MaxPeck said:



I appreciate your diligence in being proactive with this, but is there any way to stop your mod from kicking me out of the game and opening Curseforge in a browser every time I start KSP? I get the issue and I know where to go when the fixes are ready, the system hijacking is really getting kind of annoying...

I didn't gave enough thinking on the feature, granted. This will be implemented on the next minor release.



On 6/12/2019 at 10:07 PM, Kerenatus said:



the patch applied to "B9\_Structure\_HX1\_S\_H\*" also (wrongly) applied to "B9\_Structure\_HX1\_S\_HS" which had its own patch applied, which caused duplication.

Yes. Thank you for nailing this for me. :) It will be fixed for sure in the next minor release!

▼ On 6/12/2019 at 3:55 PM, ElonsMusk said:

Basically if have a part heirarchy like this: Robotic Piston>Strucutural Part>Wheel and enter the Action Groups menu, both the Part and the Wheel will scale themselves to around 10% while showing default (100%). Does that make sense? I'm scared to even enter a scene because this seems hella destructive.

The IR/Next guys found a problem on the "Classic" IR code that leaded to something like what you described. Could you reach them first and check if this is the same reason? If yes, and this is happening to Serenity too, then definitively I need to act.

For reference, and assuming is the same thing, there's an issue about: <https://github.com/net-lisias-ksp/TweakScale/issues/39>



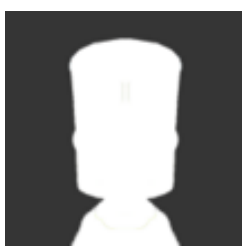
Quote Edit

ElonsMusk and Kerenatus like this

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

## ElonsMusk

Bottle Rocketeer



Members



4

21 posts

Posted June 13 (edited)

Report post



▼ On 6/12/2019 at 10:18 PM, Lisias said:

For reference, and assuming is the same thing, there's an issue about: <https://github.com/net-lisias-ksp/TweakScale/issues/39>

It doesn't seem the same but: 1. Only using BG stock robotics and 2. the scaling occurs on it's own simply by entering the action group menu but does not cause a



crash. Does that clarify anything or am I repeating myself?  
Sorry-- I am not too savvy hah.


[Newest KSP.log](#)

I got the bug to repeat itself and I found clarification in how to repeat it. Piston>Cubic Octo will do it. *Exiting* the action group menu seems to cause this bug anytime the scale is adjusted to either part prior to entering the AG menu.

[Bad gif of the moment of bugging](#)

Edit: new log, new info

Edited June 13 by ElonsMusk

 [Quote](#)



## Acid\_Burn9

Rocketeer




Members



26 posts

Posted June 13


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 On 6/12/2019 at 12:47 PM, Lisias said:



I need your **whole** KSP.log, and probably the MemoryManager.ConfigCACHE too. Put these things on GoogleDrive, Dropbox or something and post the links. This will help me to identify the details of your installment so I can look for the trouble maker.

<https://www.dropbox.com/s/sqdx5qvswib1br5/KSP.log?dl=0>

 [Quote](#)




## Lisias

Boldly crashing what no Kerbal has crashed before!



Posted June 13 (edited)

[Report post](#) 

 On 6/13/2019 at 3:13 AM, Acid\_Burn9 said:





Members

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Milkway ! OrionArm !

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SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

<https://www.dropbox.com/s/sqdx5qvswib1br5/KSP.log?dl=0>

Thanks. From your log, one of the problematic parts is smallwingConnectortip from AirplanePlus. However, there's no standard support for it (i.e., not from me neither from AirplanePlus maintainer), so I think that you are using TMasteron5's patches.

However, your patches doesn't appears on the TMasteron5's original place, as we can see here:

```
[LOG 09:19:19.017]
Config(@PART[smallwingConnectortip])
AirplanePlus/TweakScale/@PART[smallwing
Connectortip]
```

Originally, it is expected to be on **GameData/TMasteron5TweakscalePatches/Airplanes PlusTweakscale/tweakscaleConfigPatch.cfg**.

So I'm afraid I can't help no this for now. Can you confirm the source of the patch you are using?

The following issues, however, are on me. I found that the MK4 patches from TweakScale are using wildcards, and are a potential source of problems. This will be fixed in the next minor release, that will be issued as soon as possible.

▼ On 6/13/2019 at 12:08 AM, ElonsMusk said:

[Bad gif of the moment of bugging](#)

Interesting. Appears to be something on one of the event handlers of the part. Yep, you are right - there's a good chance it's a bug on TweakScale's code.


Opened a bug for it: <https://github.com/net-lisias-ksp/TweakScale/issues/52>

I will work on it for sure, but not for while. Please be patient. Thank you.

Edited June 13 by Lisias

adding bug track


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

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

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