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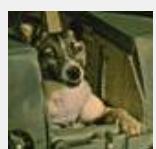
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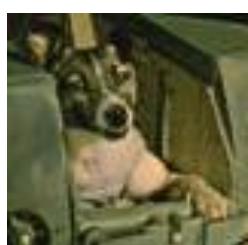
74

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

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Lisias

Boldly crashing what no Kerbal has crashed before!



Members

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SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

Posted September 22 (edited)

[Report post](#)

On 9/22/2019 at 1:04 PM, Atmo said:



Hi there,

First time posting, not sure if my problem fits in here.

Im using KSP 1.6.1.2401 (Tweakscale v2.4.3.4) with around 60+ mods (mainly around RSS-stuff)

And got this warning a few days ago, played two or three times on it (nothing bad happened), until now. My electrical charge by solar production is getting less, when normally on other mod-sets (and vanilla) it got more, as usual. So my solar panels are working, but the energy-count is depleting instead of rising again. Any ideas on that?

Screenshots: <https://imgur.com/a/rLvnbp3>

Well, it's 10 years since my last Deutschunterricht, but from what I got to understand, CKAN is complaining that some

installed Add'Ons are not compatible to 1.6.1 - the version between parenthesis is the KSP version that Add'On is known to support. Better burn time, for example, was compiled to work on 1.7.1

This doesn't mean, necessarily, that the Add'On will not run on the 1.6.1, but the Maintainer will probably dismiss bug reports due to it.

Usually, you should install an older version, usually the last version with official support for the KSP you are running. You can also tell CKAN to ignore this, if you know the Add'On will run for sure - what usually means you need to run and check things for yourself and then check an option somewhere. You will need to ask for Details on the CKAN thread.

Quote

Secondly there is this second thing, where it asks me to get in touch with you guys here, since there "isn't an possible automated fix for the problem" regarding some "fatal error" of tweakscale. I don't know if that's connected to the electric-charge-problem.

KSP.log via mega: <https://mega.nz/fm/tiwS2KSK>

Any ideas at all? I tried to localize the problem, by taking a few mods off, to see if the error would go away and the electric-charge would go up again - but no luck.

It's certainly an old patch playing havoc with newest versions of some Add'Ons. As long you don't use a Part with a broken patch, you are safe - the hard part is to remember all that parts, so usually it's safer to fix the patches. Not every bad patching ends in disaster, but some do - and since it's **way** easier to fix everything than to cherry pick each possible bug to classify them into "safe" and "unsafe", this is the approach I'm taking.

In a way or another, use S.A.V.E. . It's a good preventive measure.

That said, I run into some difficulties while trying to download your LOG. The Mega site shows message about Requesting Account Data, then Receiving Account Data, then Decrypting. But then my own files are displayed, without any trace of a shared KSP.log somewhere. I searched for it on the Activities Log, Incoming Shares, etc, but no dice. Perhaps you forgot to grant permissions to the file be read by third parties?

A way to check for yourself is to search for "[TweakScale] ERROR:" on the log file, take note of the partnames being mentioned on the log line, and then search for every "Applying update" mentioned on the same log line as the partname you took notes. This will list every single patch that was applied to the part, and with that information you can eye ball the patch looking for problems. It's a bit cumbersome without some tools as GREP to help you, but good Text Editors as Notepad++ or TextWrangler work with regular expresions what's essentially what GREP does (on the shell prompt).

Edited September 23 by Lisias

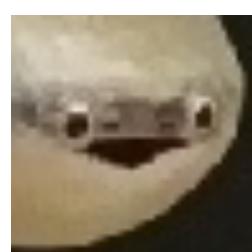
ugh! Tyops Galroe!!

+ Quote Edit

Everybody barks. — Gregory Kerman 

DodoOnTheMün

Bottle Rocketeer



Members

⊕ 5

15 posts

Location: Trapped in a RC-L01
Remote Guidance Unit

Posted September 23

Report post



Just wondering Lisias, how long are the days over there because you said you'd check this by night and you still haven't given me a report of what's wrong?

On 9/17/2019 at 11:49 AM, Lisias said:

@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.

I know you probably have it busy with working on other peoples problems, but just as a reminder 😊



Quote

You like this



Lisia

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SouthAmerica ! Brazil !
SãoPaulo ! Capital ! Home !
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Posted September 23 (edited)

Report post



On 9/23/2019 at 4:29 AM, DodoOnTheMün said:



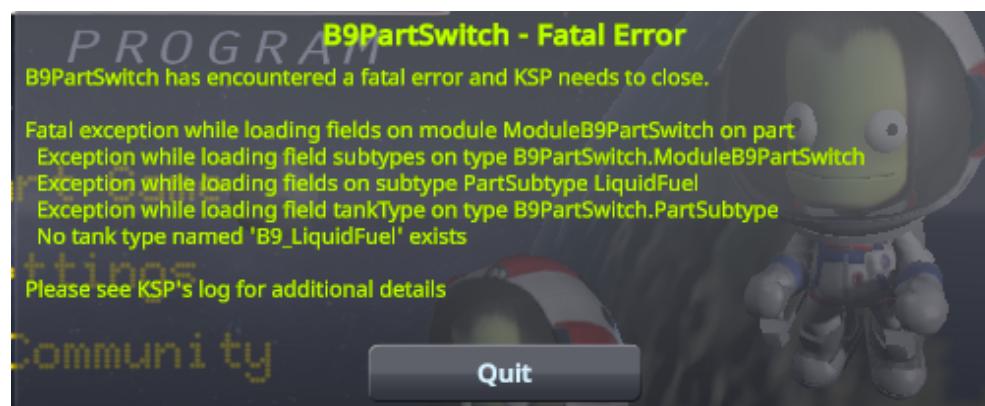
Just wondering Lisias, how long are the days over there because you said you'd check this by night and you still haven't given me a report of what's wrong?

This is going to take longer than I expected. I managed to give this a try tonight (had to do some work on the weekend..) , but... Spacedock is down...

Reveal hidden contents

Well, I did it in the yet harder way and installed everthing but the SM Add'Ons. They are not available anymore, and I'm not finding my Archive - I think it is on the machine that had a hard disk crash (the Archive is safe, the victim is a 10Krpm SCSI disk used for secondary tasks- already bought the replacement, but I didn't had time to fix the server neither - damn!).

Not being enough, I just got this while writing this post:



Reveal hidden contents

(sigh)

I will try to fix this Fuel Switch problem, then I will try to check if there's anything wrong without any SM Add'Ons installed, then I will (eventually) fix my server to get access to the Archive, and then I will try again.

Yeah. Life can be Sun on our Beach sometimes. 

Edited September 23 by Lisias

Hit "save" too soon.



Quote

Edit

Everybody barks. — Gregory Kerman 

Commodoregamer1

18

Rocketeer



Members

+ 4

39 posts

Location: Somewhere in the world

Posted September 23

Report post



I think the B9 liquid fuel exixt but has separated of its file

Hope this can help you.



Quote

You like this



Members

+ 4

39 posts

Location: Somewhere in the world

Posted September 24 (edited)

Report post

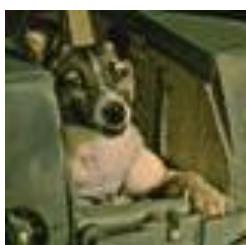


On 9/23/2019 at 8:04 PM, Commodoregamer118 

said:

I think the B9 liquid fuel exixt but has separated of its file

Hope this can help you.



Members

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I'm a dumb-SAS!!! I forgot to install B9 Aerospace Core!!!
#facepalm

It's not incredible how things usually work fine when we install them correctly??? 

@DodoOnTheMün - I'm giving it another try. Let's see what happens without any SM Add`Ons installed. Will not be a complete test, but anything I manage to detect and fix now

will help you, and with some luck, minimize the surface of exposition for the others Add'Ons.

— — — POST EDIT — — —

Sorry, dude. I replicated your installment, except by the SM Add'Ons. Everything worked by the book. So it's really something on that Add'Ons.

I'm still on it.

Edited September 24 by Lisias

POST EDIT.

+ Quote Edit

Everybody barks. — Gregory Kerman 

DodoOnTheMün

Bottle Rocketeer



Members

 5

15 posts

Location: Trapped in a RC-L01

Remote Guidance Unit

Posted September 25

Report post



On 9/24/2019 at 10:45 PM, Lisias said:

Sorry, dude. I replicated your installment, except by the SM Add'Ons. Everything worked by the book. So it's really something on that Add'Ons.

the thing is, i got the errors before i even installed the SM Add'Ons, when i first got the error i immediately closed KSP and just didn't play instead of bothering to go here, after a while i had forgotten about it and i decided to reinstall SM and make a bomber, wehn i got the error again of course (and did the same thing as last time before deciding to go there so i could actually safely play KSP) so i find it strange that the problem is in SM when i got the error before i even installed SM but hey, i'm not the expert here

+ Quote

You like this



Lisias

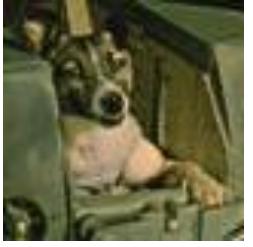
Boldly crashing what no Kerbal

Posted September 25 (edited)

Report post



has crashed before!



Members

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2,425 posts

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On 9/25/2019 at 6:47 AM, DodoOnTheMün said:

the thing is, i got the errors before i even installed the SM Add'Ons, when i first got the error i immediately closed KSP and just didn't play instead of bothering to go here, after a while i had forgotten about it and i decided to reinstall SM and make a bomber, when i got the error again of course

Did you used the latest versions for the Add'Ons? Because I did, and my tests ended up with the 15 warnings about not yet supported parts only. No fatalities.

— — — POST EDIT — — —

I found an anomaly. Not sure if it is playing havoc with you or not, but it's an anomaly nevertheless. You have an Add'On installed twice, in GameData/GameData:

```
[LOG 13:37:56.318] AssemblyLoader:  
Loading assembly at C:\Program Files  
(x86)\Steam\steamapps\common\Kerbal  
Space  
Program\GameData\GameData\KTech\Plugi  
ns\KTechCategoryMaster.dll  
[LOG 13:37:56.320] AssemblyLoader:  
Loading assembly at C:\Program Files  
(x86)\Steam\steamapps\common\Kerbal  
Space  
Program\GameData\GameData\KTech\Plugi  
ns\SMI_APUcontroller.dll  
[WRN 13:40:38.470] Texture resolution  
is not valid for compression:  
'C:\Program Files  
(x86)\Steam\steamapps\common\Kerbal  
Space  
Program\GameData\GameData\KTech\Plugi  
ns\KTechCategoryMaster.dll'
```

Delete GameData/GameData and see what happens. You already have KTech installed on C:\Program Files (x86)\Steam\steamapps\common\Kerbal Space Program\GameData\GameData\KTech, what I think it's another mistake. Install Ktech directly on GameData, not inside SMArmory folder.

```
[LOG 13:37:56.318] Load(Assembly):  
GameData/KTech/Plugins/KTechCategoryMaster  
[LOG 13:37:56.318] AssemblyLoader:  
Loading assembly at C:\Program Files  
(x86)\Steam\steamapps\common\Kerbal  
Space  
Program\GameData\GameData\KTech\Plugins\KTechCategoryMaster.dll  
[LOG 13:37:56.327] Load(Assembly):  
SMArmory/KTech/Plugins/KTechCategoryMaster  
[LOG 13:37:56.327] AssemblyLoader:  
Loading assembly at C:\Program Files  
(x86)\Steam\steamapps\common\Kerbal  
Space  
Program\GameData\SMArmory\KTech\Plugins\KTechCategoryMaster.dll
```

Edited September 25 by Lisias

Found anomalies

+ Quote Edit

Everybody barks. — Gregory Kerman 

DodoOnTheMün

Bottle Rocketeer



Members

 5

15 posts

Location: Trapped in a RC-L01

Remote Guidance Unit

Posted September 25

Report post 

i already deleted gamedata\gamedata,

i'll try to update all of my mods and see if i still have the error

 On 9/25/2019 at 1:03 PM, Lisias said:

Delete GameData/GameData and see what happens.
You already have KTech installed on C:\Program
Files
(x86)\Steam\steamapps\common\Kerbal
Space Program\GameData\SMArmory\KTech,
what I think it's another mistake. Install Ktech directly



Quote

You like this



Commodoregamer1

18

Rocketeer



Members

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39 posts

Location: Somewhere in the world

Posted September 27

Report post



Hello guys i currently have a problem with tweakscale.

i installed some mods from CKAN (like 20) and i started KSP and in the main menu a message box appeared that said

Houston we have a problem!

<https://imgur.com/7Sw1DpP>



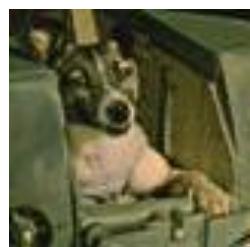
Quote

You like this



Lisias

Boldly crashing what no Kerbal has crashed before!



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Posted September 27 (edited)

Report post



On 9/27/2019 at 5:13 PM, Commodoregamer118 ↗

said:

Hello guys i currently have a problem with tweakscale.

i installed some mods from CKAN (like 20) and i started KSP and in the main menu a message box appeared that said

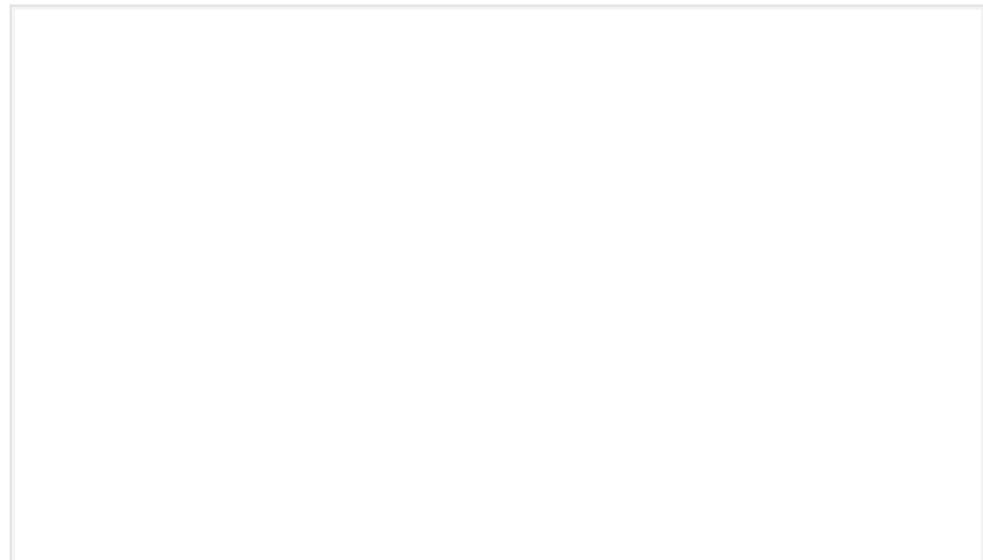
Houston we have a problem!

<https://imgur.com/7Sw1DpP>

Hi! Sorry for that. On the same message it's said to publish the KSP.log on some file share service so I can investigate the matter! 🤖

Please read this Thread for instructions on sharing the

KSP.log:



Edited September 27 by Lisias

missed link



Quote

Edit

Commodoregamer118 likes this

Everybody borks. — Gregory Kerman

Commodoregamer1

18

Rocketeer



Members

+ 4

39 posts

Location: Somewhere in the world

Posted September 27

Report post



On 9/27/2019 at 5:29 PM, Lisias said:



Hi! Sorry for that. On the same message it's said to publish the KSP.log on some file share service so I can investigate the matter!

Literally i scared too much and just take photo and close KSP imnideatly

Here is the log via OneDrive

<https://1drv.ms/u/s!AtUgGSbBKMe8hXetK5C6gXLbuVcC>



Quote

You like this



Lisias

Posted September 27

Report post



Boldly crashing what no Kerbal
has crashed before!



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On 9/27/2019 at 5:33 PM, Commodoregamer118

said:

Literally i scared too much and just take photo and close KSP immedately

Here is the log via OneDrive

<https://1drv.ms/u/s!AtUqGSbBKMe8hXetK5C6gXLbuVcC>

Well, it worked as intended.

The main problem with these "Houston" is that sometimes these problems are harmless. But sometimes, they are not. And not too much rarely, plain catastrophic. So the only safe measure is to eye ball the thing to check for the catastrophic ones. But sorting the problems are so much trouble as to fix the problems, so fixing them is the only rational line of action.

Fortunately, the most commons glitches are already diagnosed, what makes my life a bit easier. You have two copies of TweakScale installed on your rig:

```
[LOG 14:18:22.886] AssemblyLoader:  
Loading assembly at C:\Program Files  
(x86)\Steam\steamapps\common\Kerbal  
Space  
Program\GameData\TweakScale\Plugins\K  
SPE.Light.TweakScale.dll  
[LOG 14:18:22.903] AssemblyLoader:  
Loading assembly at C:\Program Files  
(x86)\Steam\steamapps\common\Kerbal  
Space  
Program\GameData\TweakScale\Plugins\S  
cale.dll  
[LOG 14:18:23.125] AssemblyLoader:  
Loading assembly at C:\Program Files  
(x86)\Steam\steamapps\common\Kerbal  
Space Program\GameData\TweakScale-  
2.4.3.2\GameData\TweakScale\Plugins\K  
SPE.Light.TweakScale.dll
```

Delete C:\Program Files

(x86)\Steam\steamapps\common\Kerbal Space

Program\GameData\TweakScale-2.4.3.2 and if a further Houston happens, publish your new KSP.log again.



Quote Edit

Everybody barks. — Gregory Kerman

Commodoregamer1

18

Rocketeer



Members

4

39 posts

Location: Somewhere in the world

Posted September 27

Report post



Ok i will do that

Thanks.



Quote

You like this



scottadges

Junior Rocket Scientist



Members

650

620 posts

Posted September 27 (edited)

Report post



Hi @Lisias great work on Tweakscale and it seems you're really responsive to questions/issues, so thanks for that!

I've upgraded to 1.7.3 and the latest version of Tweakscale from CKAN. I've gotten a few of these "support removed for X parts" notices, so I thought I'd provide (what I hope is) some of those errors for potential diagnosis.

It looks like several of these are from SXT but a number seem to be Squad parts as well. You're probably aware of most of these (or maybe some of are new?)

Anyway, here are some selected errors:



Reveal hidden contents

Here is my latest log also with the full info: [KSP Log 092719 T1230](#)

Also, here is my full modlist:

[Reveal hidden contents](#)

Thanks for any input you have on these!

Edited September 27 by scottadges

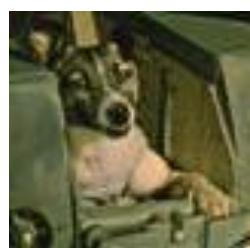
[Quote](#)

You like this



Lisias

Boldly crashing what no Kerbal has crashed before!



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2,425 posts

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Posted September 27

[Report post](#)

[On 9/27/2019 at 6:07 PM, scottadges said:](#)

I've upgraded to 1.7.3 and the latest version of TweakScale from [CKAN](#). I've gotten a few of these "support removed for X parts" notices, so I thought I'd provide (what I hope is) some of those errors for potential diagnosis.

Thank you for the report. While there parts are known issues (they were detected after all!), your report is helping me to sort out the problems and prioritize.

```
[LOG 11:51:39.457] [TweakScale] INFO:  
WriteDryCost Concluded : 1863 parts  
found ; 0 checks failed ; 0 parts with  
hotfixes ; 0 parts with issues  
overruled ; 0 Show Stoppers found; 14  
Sanity Check failed; 651 unscalable  
parts.
```

The single most important missing feature on TweakScale is, as it appears, [the PARTMODULEVARIANT with mass](#),

and your report is endorsing it.

```
macmini:scottadges lisias$ cat KSP\  
Log\ 092719\ T1230.log | grep  
"issues\13" | wc -l  
9
```

The second, apparently, is the [Firespitter's Buoyancy Module](#) - vastly used on SXT, by the way.

```
macmini:scottadges lisias$ cat KSP\  
Log\ 092719\ T1230.log | grep  
"issues\9" | wc -l  
5
```

These logs are consistent with almost every other sent to me. Again, thanks for it! 

I'm currently trying to rush some things on RL in order to buy some time to update TweakScale to fix all the current technical debts (as some problems on [scaling the engine effects](#). And there're some [new features](#) being tested by the way. 

I expect to buy time to code again now in October. Let's see if Murphy will agree with my plans! 

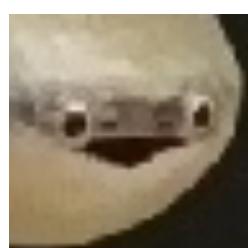
[+](#) [Quote](#) [Edit](#)

Commodoregamer118 likes this

Everybody barks. – Gregory Kerman ▾

DodoOnTheMün

Bottle Rocketeer



Members

⊕ 5

15 posts

Posted September 30 (edited)

Report post



On 9/25/2019 at 4:28 PM, DodoOnTheMün said:

i already deleted gamedata\gamedata,

i'll try to update all of my mods and see if i still have the error

~~finally got time to do it (and also install a lot of extra mods) and I got no error, thanks for the help!~~ 

Location: Trapped in a RC-L01
Remote Guidance Unit

nevermind that! I spoke too soon because I didn't see the error pop up and so made that conclusion, KSP just finished loading and i still got the error despite updating all my mods and removing all my SM mods. Looks like something else was the problem.



On 9/30/2019 at 7:22 AM, DodoOnTheMün said:

nevermind that! I spoke too soon because I didn't see the error pop up and so made that conclusion, KSP just finished loading and i still got the error despite updating all my mods and removing all my SM mods. Looks like something else was the problem.

I just realised that when i uninstalled Tweakscale i just moved the folder out of my gamedata and then put it back in after reinstalling instead of downloading the mod again. I'll go ahead and not do that and see if that'll work

Edited September 30 by DodoOnTheMün

i was wrong

+ Quote

You like this



DodoOnTheMün

Bottle Rocketeer



Posted September 30

Report post



Nope, still got the same message 😞



Quote



Members

⊕ 5

15 posts

Location: Trapped in a RC-L01
Remote Guidance Unit

Lisia

Boldly crashing what no Kerbal
has crashed before!



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SouthAmerica ! Brazil !
SãoPaulo ! Capital ! Home !
LivingRoom ! MyChair

Posted September 30 (edited)

Report post



On 9/30/2019 at 7:39 AM, DodoOnTheMün said:



Nope, still got the same message

Publish the new KSP.log on <https://github.com/net-lisia-ksp/TweakScale/issues/62> if you can, after confirming that every single FATALity is related to a SM Add'On .

You are the third to have problems with SM Add'Ons, and it will be better for me to handle all of these problems at the same time. There's a lot of patches on SM Add'Ons, I would like to prevent handling them one by one!

Publish also the ModuleManager's Config Cache. This will make easier to cook fixes.

Edited September 30 by Lisias

Tyops, what else?



Quote Edit

Everybody borks. — Gregory Kerman

kspidor

Bottle Rocketeer



Posted October 2

Report post



hello

have KPS 1.6.1 [rss](#)

tweakscale 2.4.3.4



Members

+ 5

8 posts

when opening solar panels, energy is instantly lost

there is also an error in the menu "houston we have a problem"

ksp.log

- <https://www.dropbox.com/s/0rwewn7tk721vy5/KSP.log?dl=0>

Thank you very much!



Quote

You like this



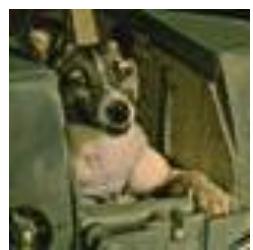
Lisias

Posted October 2

Report post



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hello

have KPS 1.6.1 [rss](#)

tweakscale 2.4.3.4

when opening solar panels, energy is instantly lost

there is also an error in the menu "houston we have a problem"

ksp.log

- <https://www.dropbox.com/s/0rwewn7tk721vy5/KSP.log?dl=0>

Thank you very much!

Hi. Got the log, let's crack that nut:

```
[LOG 19:58:09.727] [TweakScale] INFO:  
WriteDryCost Concluded : 1016 parts  
found ; 0 checks failed ; 0 parts with  
hotfixes ; 0 parts with issues  
overruled ; 1 Show Stoppers found; 9  
Sanity Check failed; 387 unscalable  
parts.
```

Not that bad. TweakScale is a whiner nowadays because when a serious error happens, that whining helps me to track down the root cause of the problem (there are no easies anymore).

So let's get that FATALity nailed down:

```
[LOG 19:58:09.634] [TweakScale] ERROR:  
**FATAL** Part batteryBankMini  
(Аккумуляторная батарея z-200) has a  
fatal problem due having duplicated  
properties - see issue [#34](  
https://github.com/net-lisiausksp/TweakScale/issues/34 ).
```

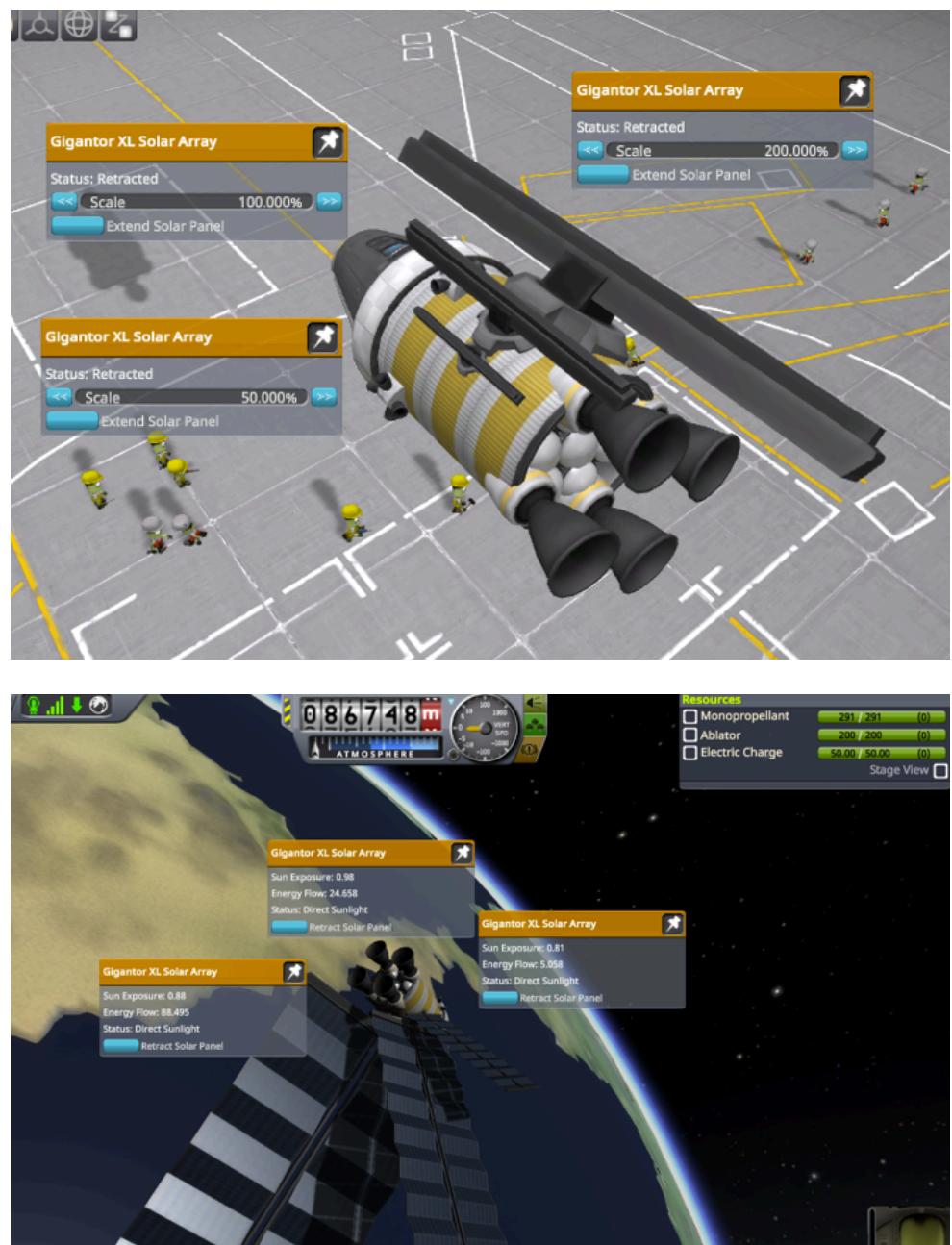
And yeah, we have another Toe Stomping while patching:

```
[LOG 15:00:13.374] Applying update  
TweakScale/patches/Squad/Squad_Util/@  
PART[batteryBankMini] to  
Squad/Parts/Electrical/z-  
200Battery/z-  
200Battery.cfg/PART[batteryBankMini]  
[LOG 15:00:18.827] Applying update  
FerramAerospaceResearch/_FARPartModul  
e/@PART[*]:HAS[ !MODULE[LaunchClamp] ]:  
FOR[FerramAerospaceResearch] to  
Squad/Parts/Electrical/z-  
200Battery/z-  
200Battery.cfg/PART[batteryBankMini]  
[LOG 15:00:20.536] Applying update  
FerramAerospaceResearch/_FARPartModul  
e/@PART[*]:HAS[ !MODULE[FARWingAerodyn  
amicModel], !MODULE[FARControllableSur  
face], !MODULE[FARWingAerodynamicPatch] ]
```

And dude, there's a lot of people patching this part. 

This is too much for being manually inspected by brute force, I need more information to track it down without using too much of my time. Please upload your ModuleManager.ConfigCache file, so I can inspect the patching being applied to this part. This will make things a lot easier to me.

About your Solar Panel, I fired up my 1.6.1 TestBed with Stock and TweakScale 2.4.3.4 (and nothing more) to check this:



Well, it works fine. It's not something on TweakScale patches, so it's surely something else in need to be fixed. The thing with TweakScale is that it only knows about what I tell it, and I only can tell it about what I know. The default Patches on TweakScale is what I know about, and I need help to further develop that patches!

On a blind guess, I think that the problem is Kopernicus, as Kopernicus uses a custom module for Solar Panels and the default TweakScale patches don't know about it. I found something of interest [here](#), on the Kopernicus repository. Keep in mind, however, that if you deactivate the Kopernicus Solar Panel module, you will lose the ability to catch light from any other Star than Kerbol.

In a way or another, I will be sure about it when I inspect your ModuleManager.ConfigCache (what I need to do anyway, due the FATAL above). Apparently, I will need to

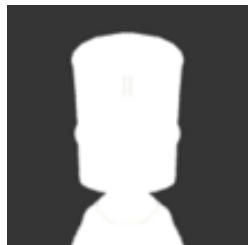
apply a Pull Request to the Kopernicus guys adding the TweakScale support it needs (unless I find someone else that does it).

+ Quote Edit

Everybody borks. — Gregory Kerman 

Arcane Intervention

Blimp Builder Extraordinaire



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13

22 posts

Posted October 3

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Right! Yet another problem and another log, Im amazed you do this, but thanks!

<https://www.dropbox.com/s/uh3vnnzuc6v0g3w/KSP.log?dl=0>

Tweakscale version is v2.4.3.4

KSP version is 1.7.3

Just getting the warning about my poor, poor save games being lost, 9 fatal errors apparently. Cheers.

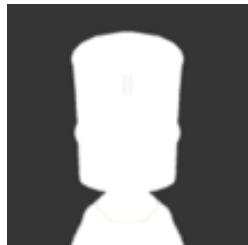
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kspid0r

Bottle Rocketeer



Members

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8 posts

Posted October 3 (edited)

Report post



On 10/2/2019 at 6:32 PM, Lisias said:

Hi. Got the log, let's crack that nut:

```
[LOG 19:58:09.727] [TweakScale]
INFO: WriteDryCost Concluded : 1016
parts found ; 0 checks failed ; 0
parts with hotfixes ; 0 parts with
issues overruled ; 1 Show Stoppers
found; 9 Sanity Check failed; 387
unscalable parts.
```

Not that bad. TweakScale is a whiner nowadays

because when a serious error happens, that whining helps me to track down the root cause of the problem (there are no easies anymore).

So let's get that FATALity nailed down:

```
[LOG 19:58:09.634] [TweakScale]
ERROR: **FATAL** Part
batteryBankMini (Аккумуляторная
батарея z-200) has a fatal problem
due having duplicated properties -
see issue [#34] (
https://github.com/net-lisia-ksp/TweakScale/issues/34 ).
```

And yeah, we have another Toe Stomping while patching:

```
[LOG 15:00:13.374] Applying
update
TweakScale/patches/Squad/Squad_Ut
il/@PART[batteryBankMini] to
Squad/Parts/Electrical/z-
200Battery/z-
200Battery.cfg/PART[batteryBankMi
ni]
[LOG 15:00:18.827] Applying
update
FerramAerospaceResearch/_FARPartM
odule/@PART[*]:HAS[!MODULE[Launch
Clamp]]:FOR[FerramAerospaceResear
ch] to Squad/Parts/Electrical/z-
200Battery/z-
200Battery.cfg/PART[batteryBankMi
ni]
[LOG 15:00:20.526] Applying
update
```

And dude, there's a lot of people patching this part.



This is too much for being manually inspected by brute force, I need more information to track it down without using too much of my time. Please upload your ModuleManager.ConfigCache file, so I can inspect the patching being applied to this part.

This will make things a lot easier to me.

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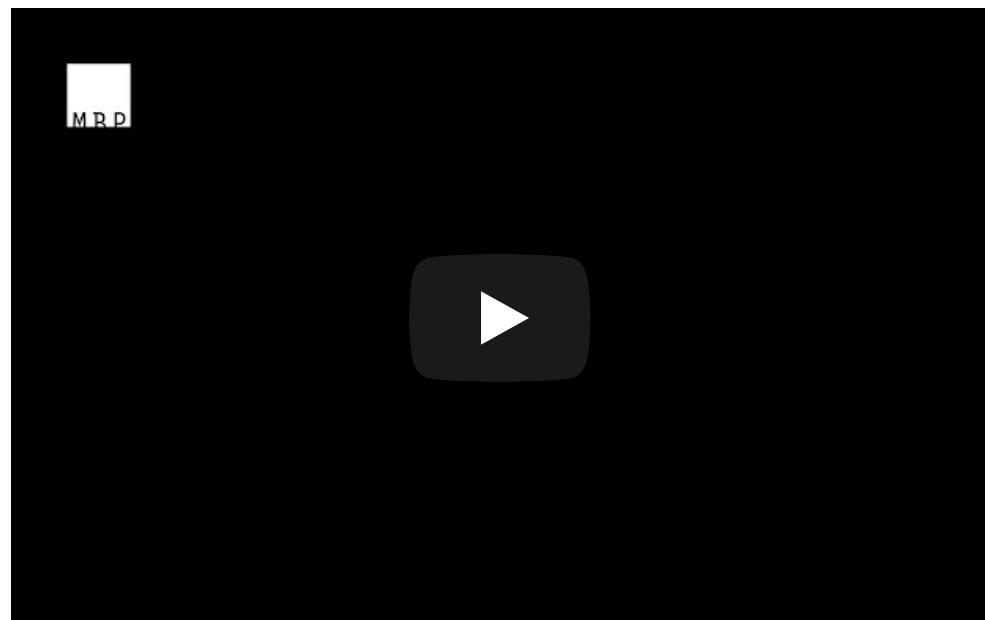
need to do anyway, due the FATAL above). Apparently, I will need to apply a Pull Request to the Kopernicus guys adding the TweakScale support it needs (unless I find someone else that does it).

Thanks so much for helping me!!!

ModuleManager.ConfigCache file -

<https://www.dropbox.com/s/0nu2aanxyetrfp/ModuleManager.ConfigCache?dl=0>

video with my problem -



ps. my tweakscale downloaded with ksp interstellar extended.

Edited October 3 by kspidor



Quote

You like this



kspidor

Bottle Rocketeer

Posted October 3

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Members

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8 posts

On 10/2/2019 at 6:32 PM, Lisias said:

And dude, there's a lot of people patching this part.



Sorry, I don't understand anything about this (



Quote



kspidor

Bottle Rocketeer



Members

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8 posts

Posted October 3 (edited)

Report post



please tell me what to do

Edited October 3 by kspidor



Quote



kcs123

Junior Rocket Scientist



Members

+ 751

2,270 posts

Posted October 3

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On 10/3/2019 at 4:34 AM, kspidor said:

ps. my tweakscale downloaded with ksp interstellar extended.

Uhh. It may or may not be issue. Here it is why:

Nevertheless, it is worth to try to download Tweakscale from Github as there is high chance that it is updated version on github than one that is bundled with KSPIE.

[+ Quote](#)

You like this



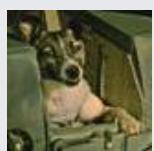
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