

[>= 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](#)[+ Add Tag](#)

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Lisias

Boldly crashing what no Kerbal has crashed before!



Members

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Posted October 18, 2018

[Report post](#)  On 10/18/2018 at 1:21 PM, pellinor said:

My experience is that CKAN hasn't caused trouble for TweakScale yet. It targets inexperienced users and should only see the stable releases.

From my point of view, it's the other way around: It's TweakScale that didn't caused trouble for CKAN users. 🤖

CKAN is a Mailer. It deliver packages, it's not up to them to guarantee anything but the package integrity. The package is a bomb? Well, CKAN will deliver a bomb. Unless they take for themselves the burden of curating every mod to guarantee it's not a bomb, the responsibility for the bomb is over the sender's shoulders, not the mailer's.

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

Lisias

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Posted October 19, 2018

Report post

ANNOUNCE

Pre Release 2.4.0.3 available for testing, see OP for links.

I think I nailed the last mishap on the packaging - the code
appears to be working fine on my KSP installments.

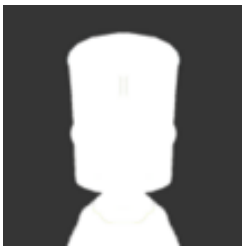
I plan to spend the Saturday retesting on a clean KSP (just
in case) and to properly publish the thing Saturday Night.

+ Quote Edit

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

Renae

Rocketeer



Members

+ 38

38 posts

Posted October 19, 2018

Report post

I am eagerly awaiting the tweakscale mod to hit CKAN as
I'm just a passingly big fan of Kerbal and this new release
has me unwilling to tinker till it's ready.

+ Quote



Lisias

Boldly crashing what no Kerbal
has crashed before!



Members

Posted October 19, 2018

Report post

On 10/19/2018 at 2:03 PM, Renae said:

I am eagerly awaiting the tweakscale mod to hit
CKAN as I'm just a passingly big fan of Kerbal and
this new release has me unwilling to tinker till
it's ready.

The sole purpose of this delay on the release is to be sure

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that you will **not** be unwilling to tinker after installing it. 🤖

And with some important mods being updated to 1.5.1 about these days, I intent to test them with the pre-releases before throwing it into the wild.

Better safe than sorry.



Quote Edit

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

viperwolf

Destroyologist



Members

+ 84

699 posts

Posted October 20, 2018

Report post



On 10/19/2018 at 11:27 PM, Lisias said:



The sole purpose of this delay on the release is to be sure that you will **not** be unwilling to tinker after installing it. 🤖

And with some important mods being updated to 1.5.1 about these days, I intent to test them with the pre-releases before throwing it into the wild.

Better safe than sorry.

Thank you for the heads up!



Quote



Tyko

Space Pirate! Aaargh!



Members

+ 2,390

Posted October 20, 2018 (edited)

Report post



@Lisias would you consider adding some additional steps to the default scaling? I've updated the code (below) to add **0.3125** (removed 0.3), **0.9375**, **1.875** and **3.125** to the stack scaling options. I also added a **25%**, **75%** and **150%** to the free and surface options.

3,094 posts

Location: Seattle, WA

SCALETYPE

```
{
    name = stack
    freeScale = true
    defaultScale = 1.25
    suffix = m
    scaleFactors    = 0.1, 0.3125,
0.625, 0.9375, 1.25, 1.875, 2.5,
3.125, 3.75, 5.0, 7.5, 10, 20
    incrementSlide = 0.01, 0.025,
0.025, 0.025, 0.025, 0.025, 0.05,
0.05, 0.05, 0.1, 0.1, 0.2
}
```

SCALETYPE

```
{
    name = stack_square
    freeScale = true
```

Edited October 20, 2018 by Tyko



Quote



AccidentalDisasse mbly

Junior Rocket Scientist



Members

+ 169

981 posts

Posted October 20, 2018

Report post



On 10/20/2018 at 12:17 PM, Tyko said:



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SCALETYPE
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```
{  
    name = stack  
    freeScale = true  
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    scaleFactors    = 0.1, 0.3125,  
0.625, 0.9375, 1.25, 1.875, 2.5,  
3.125, 3.75, 5.0, 7.5, 10, 20  
    incrementSlide = 0.01, 0.025,  
0.025, 0.025, 0.025, 0.025, 0.05,  
0.05, 0.05, 0.1, 0.1, 0.2  
}
```

```
SCALETYPE
```

```
{  
    name = stack_square  
    freeScale = true
```

These can also be added by [MM](#) patch in your particular install, if you want - you can make it exactly how you want it regardless of what the mod itself does.



Quote

Tyko likes this



Tyko

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Members

+ 2,390

3,094 posts

Location: Seattle, WA

Posted October 20, 2018

Report post

👇 On 10/20/2018 at 12:43 PM,

AccidentalDisassembly said:

These can also be added by [MM](#) patch in your particular install, if you want - you can make it exactly how you want it regardless of what the mod itself does.

Yea, I was going to play around with that as a backup option. I thought that it was worth suggesting it because others might want to. At least the 1.875 should be added because that's a stock diameter now.



Quote



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Posted October 22, 2018 (edited)

Report post

On 10/20/2018 at 12:43 PM,

AccidentalDisassembly said:

These can also be added by MM patch in your particular install, if you want - you can make it exactly how you want it regardless of what the mod itself does.

That was what I would suggest. I intent to keep TweakScale "Lean and Clean" as possible, and then publish "Customizing Packages" where the user would add the extra features he/she wants.

On 10/20/2018 at 12:55 PM, Tyko said:

Yea, I was going to play around with that as a backup option. I thought that it was worth suggesting it because others might want to. At least the 1.875 should be added because that's a stock diameter now.

Humm... About that, yes. As soon as I manage to figure out an unholy interaction with another add-on, I will tackle this.

Edited October 22, 2018 by Lisias

bad grammar fixed.



Quote Edit

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

Lisias

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Posted October 22, 2018 (edited)

Report post



In time, GITHUB is failing on me. My editions to the issues
(and the issues I create) are being ignored.

On the Microsoft way....

— POST EDIT —

Yeah. They borked.

Edited October 22, 2018 by Lisias

GitHub borked.



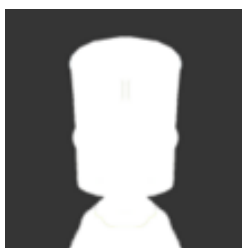
Quote Edit

Tyko likes this

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

Renae

Rocketeer



Members

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Posted October 22, 2018

Report post



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And with some important mods being updated to
1.5.1 about these days, I intent to test them with the
pre-releases before throwing it into the wild.

Better safe than sorry.

I meant tinker with rockets 🤖 I work from home and
Kerbals one of the "safe" games I can play, build, do work,
build some more, do work. Launch. go back to work,
Tweak scale is more to make my life easier! And I really
appreciate the hard work modders go through so that folks
like me can enjoy KSP.



Quote



overkill13

Sr. Spacecraft Engineer



Members

+ 185

269 posts

Posted October 23, 2018

Report post



On 10/19/2018 at 7:07 AM, Lisias said:



ANNOUNCE

Pre Release 2.4.0.3 available for testing, see OP for links.

I think I nailed the last mishap on the packaging - the code appears to be working fine on my KSP installments.

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Is this meant to work in 1.5 or 1.4? I don't seem to be getting any of the tweakscale options in 1.5.1 at the moment.



Quote



Lisias

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Members

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2,313 posts

Location: Universe ! Virgo !

Posted October 23, 2018

Report post



On 10/23/2018 at 10:07 PM, overkill13 said:



Is this meant to work in 1.5 or 1.4? I don't seem to be getting any of the tweakscale options in 1.5.1 at the moment.

Being a PRE-RELEASE, it's not meant to work on either. Currently, it's believed it works fine on the 1.4 series - the "certification" is work on progress.

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Quote Edit

overkill13 and Tyko like this

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

Black034

Bottle Rocketeer



Members



11 posts

Posted October 24, 2018 (edited)

Report post

Hi guys,

I've been lurking the forums for some time now, installing wonderful mods like this one and doing basic editing of course.

After searching for ages I'm still trying to understand structure and especially mod compatibility so here is my humble question:

There seems to be a config included in the patches folder for Tantares but I can't seem to get it to work.

Can someone give me a nudge in the right direction on what I'm supposed to do with this file?

Kind regards,

Art

(PS I've read the readme and checked the documentation. So sorry if I missed something obvious and if it's a basic stupid question filling up the forums.)

Edited October 24, 2018 by Black034



Quote



ToastyOats

Posted October 24, 2018

Report post

Rocketeer



Members

+ 2

39 posts

How difficult would it be to personally curate things like part mass modifiers when scaling items UP, is it even possible?

Are the modifiers specific to mod authors?

I'm having some of my parts quintuple in mass when scaled up just once. It's somewhat absurd. Worse yet instead of the multiplier being off the INITIAL Mass, it's taking the new multiplied mass and increasing off of that value at least that's how it seems.

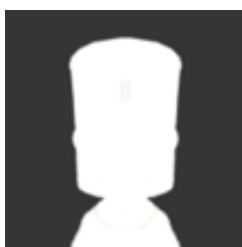


Quote



AccidentalDisassembly

Junior Rocket Scientist



Members

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981 posts

Posted October 24, 2018

Report post 



On 10/24/2018 at 8:16 AM, ToastyOats said:



How difficult would it be to personally curate things like part mass modifiers when scaling items UP, is it even possible?

Are the modifiers specific to mod authors?

I'm having some of my parts quintuple in mass when scaled up just once. It's somewhat absurd. Worse yet instead of the multiplier being off the INITIAL Mass, it's taking the new multiplied mass and increasing off of that value at least that's how it seems.

Long story short, it is relatively easy, but perhaps time-consuming depending on how many parts you're talking about.

You can define how mass scaling behaves for individual parts, for scaletypes, and by default, and you can do all of that via MM patch, but without knowing exactly what you're trying to accomplish it's difficult to say for sure.

By default, scaling a part up 2x in every dimension results in 8x the mass, so if you're going from 1.25m to 2.5m, yes, the mass will increase quite a lot. 8x the volume, 8x the mass. Other scaletypes exist that only increase mass 4x when linear size is increased 2x (the "xxxxxx_square"

types)... you can make your own and have complete control, if you want.



Quote



Lisias

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Posted October 24, 2018

Report post



On 10/24/2018 at 3:31 AM, Black034 said:



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It's TweakScale related? If not, I humbly request you open a thread with your question on the [this sub-forum](#) and mark me, and I will do my best to help.

Otherwise, what file? Giving me direct instructions about the problem is the best way for me studying the case in order to give good advice. 🤖



On 10/24/2018 at 8:16 AM, ToastyOats said:



How difficult would it be to personally curate things like part mass modifiers when scaling items UP, is it even possible?

Are the modifiers specific to mod authors?

It depends of the Part. If it's stock, it's pretty easy - see the "Squad/*.cfg" on the TweakScale installment. The "SquadExpansion" also has some good hints about how to use this.

Custom parts that use only "stock modules" will behave identically.

Things starts to boil when the parts use custom modules. For each non-stock module, TweakScale **must** have custom, specific code, in order to make things work. And

sometimes, we stomp on each other's feet and things start to blow - in a very unsatisfying and annoying way..

Unholy interactions of modules are what Krakens are feed of.



Quote Edit

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

Lisias

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Posted October 24, 2018 (edited)

Report post



On 10/24/2018 at 7:38 PM, AccidentalDisassembly said:

By default, scaling a part up 2x in every dimension results in 8x the mass, so if you're going from 1.25m to 2.5m, yes, the mass will increase quite a lot. 8x the volume, 8x the mass. [...]

As an addendum, sooner than later you get parts so heavy that you must start mangling with AutoStruts. And even Kerbal-Joint-Reinforcement too.

Just for the lulz, I once made a contraption so heavy that I had to use AutoStruts, then I had to add Struts, and I had to make sure that I AutoStrutted the Struts. 🤖

Edited October 25, 2018 by Lisias

tyops, as usulla.



Quote Edit

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

pellinor

Miniature Builder



Posted October 25, 2018

Report post



On 10/24/2018 at 7:57 PM, Lisias said:



Members

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940 posts

Things starts to boil when the parts use custom modules. For each non-stock module, TweakScale **must** have custom, specific code, in order to make things work. And sometimes, we stomp on each other's feet and things start to blow - in a very unsatisfying and annoying way..

Actually most non-stock modules work fine with TweakScale's config interface, see all the non-stock entries in

<https://github.com/pellinor0/TweakScale/blob/master/GameData/TweakScale/ScaleExponents.cfg#L236-L463>

If the effect you need can be done by scaling a kspField in the target partModule, TweakScale support can be done with a ModuleManager config. Note that the exponent names refer to variable names in the C#-code (which might or might not correspond to config nodes appearing in some .cfg file). Only if this mechanism does not work do we need C#-code, either in the TweakScale codebase or in the other mod.



Quote



pellinor

Miniature Builder



Members

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940 posts

Posted October 25, 2018 (edited)

Report post



On 10/24/2018 at 7:38 PM,



AccidentalDisassembly said:

I'm having some of my parts quintuple in mass when scaled up just once. It's somewhat absurd.

My decisions for the exponents mostly came from gameplay considerations. For example stock tanks have a fixed ratio between fuel content and dry mass. If one stock tank is twice as big as another in all directions, it has 8x the fuel and 8x the dry mass. As a rule of thumb, an enlarged part should compare to the same mass, cost and utility as several copies of the original.

And most general, an exponent is right when both the

enlarged and the shrunk part have some use in the game. A wrong exponent usually leads to one side being overpowered and the other being useless.

Example: for a rocket engine, the exponents for mass, cost and thrust are equal. And that number is chosen in a way such that a scaled engine is able to lift a stack of somewhat reasonable and useful height.

Edit: since there are many parts whose utility scales with area (instead of volume), there are separate scaletypes for them: "stack_square" and "free_square":

<https://github.com/pellinor0/TweakScale/blob/master/GameData/TweakScale/DefaultScales.cfg#L21-L62>

Edited October 25, 2018 by pellinor

+ Quote



Lisias

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Posted October 25, 2018

Report post



On 10/25/2018 at 2:16 PM, pellinor said:



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Since I said "sometimes", not "all the time". 🤖

+ Quote Edit

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

Lisias

Boldly crashing what no Kerbal has crashed before!



Posted October 25, 2018 (edited)

Report post



ANNOUNCE



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Pre Release 2.4.0.4 available for testing, see [OP](#) for links.

The NREs appears to be fixed. TweakScale is proved to work fine under the following environments:

- KSP 1.4.3 (with and without Making History) with TweakScale 2.4.0.4 and Impossible Innovations
- KSP 1.4.5 (with and without Making History) with TweakScale 2.4.0.4 and Impossible Innovations
- KSP 1.5.1 (with and without Making History) with TweakScale 2.4.0.4 and Impossible Innovations

The current PreRelease appears to work fine on 1.5.1, however I forgot to update the code that checks against non supported KSP versions, and it is incorrectly stating that 1.5.1 is not supported. This will be fixed on the next PreRelease.

This make TweakScale almost good enough to go gold.

There're two, now proven unrelated, problems to be tackled yet. One is harmless (and it appears to be related to some other mod going a bit too much embracing), but the other still eludes me and I'm still considering dropping support for that add-on while I'm figure out what's happening.

NOTE:

To the ones willing to live dangerously and are taking their risks with the Experimental release, please update to the latest PreRelease of KSPe.

Edited October 25, 2018 by Lisias



Quote Edit

Joal ban Kluane and Renae like this

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

AccidentalDisasse mbly

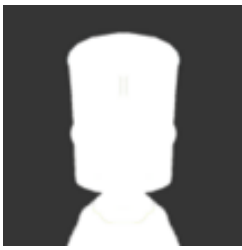
Junior Rocket Scientist



Posted October 25, 2018 (edited)

Report post

Just a thought for a future update - one nice thing to do in TweakScale would be to replace very patch that creates AND assigns variables like this:



Members

+ 169

981 posts

```
{  
  type = stack  
}
```

...with the %type = stack create-or-replace thingy in ModuleManager.

The reason for this is simply to prevent scaling from not working in the even that other people (like me) have custom patches that accidentally assign a "type" or whatever BEFORE TweakScale does. Then, when TweakScale patches, it creates a second type rather than changing the existing one. Alternatively, maybe have it so that TweakScale just picks one of the assigned "types" and doesn't break when someone goofs on the patches... dunno.

Probably a fairly quick change with Notepad++ ... maybe.

Edited October 25, 2018 by AccidentalDisassembly



Quote

You like this



GDJ

Canadian Aircraft aficionado



Members

+ 1,900

1,913 posts

Location: Edmonton, CANADA

Posted October 25, 2018

Report post



On 10/23/2018 at 11:55 PM, Lisias said:



Being a PRE-RELEASE, it's not meant to work on either. Currently, it's believed it works fine on the 1.4 series - the "certification" is work on progress.

For what it's worth, it seems to be working in KSP 1.5.1, Mac OSX Mojave.



Quote

You like this



Black034

Bottle Rocketeer



Members



11 posts

Posted October 26, 2018

Report post

On 10/24/2018 at 7:57 PM, Lisias said:

It's TweakScale related? If not, I humbly request you open a thread with your question on the [this sub-forum](#) and mark me, and I will do my best to help.

Otherwise, what file? Giving me direct instructions about the problem is the best way for me studying the case in order to give good advice. 🤖

Thanks for your reply!

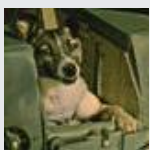
I meant the Tantares_Tweakscale cgf in the Patches folder, I'm not really sure what to do with it honestly :c



Quote



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