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[1.4.1 <= KSP <= 1.7.3] TweakScale - Under Lisias' Management - 2.4.3.8 - 2019- 1018

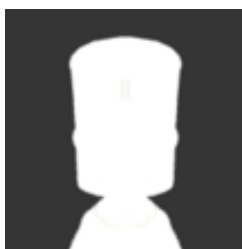
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76

By Lisias, October 16, 2018 in [Add-on Releases](#)

[+ Add Tag](#)[Start new topic](#)[Reply to this topic](#)[«](#) [PREV](#) [38](#) [39](#) [40](#) [41](#) [42](#) **43** [44](#) [NEXT](#) [»](#) [Page 43 of 44](#)**AmpCat**

Space Cat



Members

[+ 138](#)

431 posts

Posted Wednesday at 10:34 AM

[Report post](#)[▼](#) On 10/23/2019 at 10:32 AM, linuxgurugamer said: [↗](#)

Never feel afraid to ask a question. If you are working on a mod and get stuck, I can usually take a few minutes to take a look. May take a little while, after all, RL comes first. But if you put it up in github, I (and others) can always pull it down to take a look.

Thanks! I appreciate the help. I'm sure I'll get the hang of it after a little practice. Just have to do the steps properly. And for some reason, the order isn't necessarily obvious.

[Quote](#)

You like this



I can't claim to lack coding skills. I can't claim to lack modeling skills. I can't even claim I don't have experience



Lisias

Boldly crashing what no Kerbal
has crashed before!



Members

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SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

Posted Wednesday at 10:39 AM

Report post

👇 On 10/23/2019 at 10:32 AM, linuxgurugamer said: ➡

But if you put it up in github, I (and others) can always
pull it down to take a look.

@AmpCat - and do what you do, always take a deep
breath when someone pinpoints a bug on your code. **You
will fail, you will miss obvious things**, and that's the price
we pay for doing new things, or updating old things to cope
with new things. 🤖

Speaking on the Devil:

I leaked a typo 🤖 on the .Version file for TweakScale that
ended up borking CKAN. The tool I was relying to check
this revealed itself too much tolerant for compliance,
besides being way convenient for end users (I don't need
to update the ZIP files, that tool overcome the typo and
manage to still go on fine, something hard to complain, I
say).

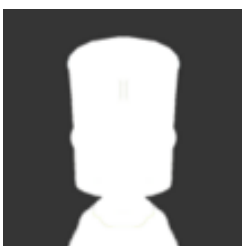


Quote Edit

Everybody borks. — Gregory Kerman ✕ ▾

Cynro

Newbie



New Members

+ 1

1 post

Posted Wednesday at 06:46 PM

Report post

Well i think i fumbled through Stunt 4 on my windows 10
machine(i have very little coding and modding
experience.) Using latest KSPe dlls 2019 dll's and 4.6 .net
(Using visual studio 2017) i compiled Scale.dll and
Scale_Redist.dll and placed them into the mods folder.

Doing bout the same thing as what you experienced
before, two white boxes overlapped by the debug button.
You can press them and sometimes it would decrease part
size (Couldn't increase). Hopefully someone else runs the
stunt 4 just to make sure, like I said i believe I did it right

(since it compiled and the mod was at least present in the game) I love this mod and wanted to try and help. Hope you can figure out whats going on without too much stress.



Quote

You like this



AmpCat

Space Cat



Members

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431 posts

Posted Wednesday at 07:18 PM

Report post

Well, took a while, but finally got visual studio up and running, compiling a hello world (for both a part module and runtime mod), and I'm thoroughly confused as to what kept it from working the whole time. But it works now.

I'll see if I can get TweakScale to compile on my comp now.



Quote



I can't claim to lack coding skills. I can't claim to lack modeling skills. I can't even claim I don't have experience with Unity. I can only claim that I lack modding skills.



AmpCat

Space Cat



Members

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431 posts

Posted Wednesday at 09:01 PM

Report post

@Lisias I tried to compile your project from earlier with the four stunts, and cloned the github repo. When trying to build the project in VS, I get several missing files:

Severity	Code	Description
Project File	Line	Suppression
State	Suppression State	
Error	CS2001	Source file 'C:\Users\Robert\OneDrive\Documents\GitHub\TweakScale\Source\Scale_TweakableEverything\..\Version.cs' could not be found.
		Scale_TweakableEverything
		C:\Users\Robert\OneDrive\Documents\GitHub\TweakScale\Source\Scale_TweakableEverything\CSC 1
		Active
Error	CS2001	Source file 'C:\Users\Robert\OneDrive\Documents\GitHub\TweakScale\Source\Scale_Redist\..\Version.cs' could not be found.
		Scale_Redist

Are these needed and just missing?



Quote



I can't claim to lack coding skills. I can't claim to lack modeling skills. I can't even claim I don't have experience with Unity. I can only claim that I lack modding skills.



Lisias

Boldly crashing what no Kerbal has crashed before!



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SouthAmerica ! Brazil !

Posted Wednesday at 09:06 PM

Report post



On 10/23/2019 at 9:01 PM, AmpCat said:



@Lisias I tried to compile your project from earlier with the four stunts, and cloned the github repo. When trying to build the project in VS, I get several missing files:

<CUT by me>

Are these needed and just missing?

Uuugh.... I completely forgot to mention. Sorry!!!

SãoPaulo ! Capital ! Home !
LivingRoom ! MyChair

Click on right-button over Version.tt and Configuration.tt
(both inside Properties). They are templates that will
generate these two files.

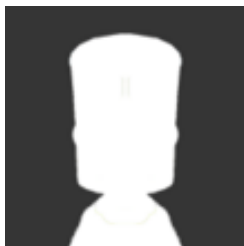


Quote Edit

Everybody borks. — Gregory Kerman✕ ▾

AmpCat

Space Cat



Members

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431 posts

Posted Wednesday at 09:13 PM

Report post ✕

And then 'Run this tool' I imagine. Much better! Kinda. Now
I'm missing KSPe , KSPAddon, TimedMessageBox.. and
countless others :p

Sorry, I'm sorta new at these newfangled tools. I'm used to
an embedded IDE and standard C. Much simpler.



Quote



I can't claim to lack coding skills. I can't claim to lack
modeling skills. I can't even claim I don't have experience
with Unity. I can only claim that I lack modding skills.



Lisias

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SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

Posted Wednesday at 09:43 PM

Report post ✕



On 10/23/2019 at 9:13 PM, AmpCat said:



And then 'Run this tool' I imagine. Much better! Kinda.
Now I'm missing KSPe , KSPAddon,
TimedMessageBox.. and countless others :p

Sorry, I'm sorta new at these newfangled tools. I'm
used to an embedded IDE and standard C. Much
simpler.

You are borking one step ahead, It's an improvement! 🤖

The magic word is "References". Right click on
"References" and navigate to the rightmost Tab. There you
will be able to browse to the DLLs place on your
machine. Don't mind, now, about breaking something on

other's machines if you change something on yours. You need to make the thing work first on your machine, then we settle up a way to make things work on everybody's machine - it's easy, but I never bored about because I was developing alone until the moment! 🤖

👇 On 10/23/2019 at 6:46 PM, Cynro said: ➡

Well i think i fumbled through Stunt 4 on my windows 10 machine(i have very little coding and modding experience.) Using latest KSPe dlls 2019 dll's and 4.6 .net (Using visual studio 2017) i compiled Scale.dll and Scale_Redist.dll and placed them into the mods folder.

Doing bout the same thing as what you experienced before, two white boxes overlapped by the debug button. You can press them and sometimes it would decrease part size (Couldn't increase). Hopefully someone else runs the stunt 4 just to make sure, like I said i believe I did it right (since it compiled and the mod was at least present in the game) I love this mod and wanted to try and help. Hope you can figure out whats going on without too much stress.

Thank you very much. I needed to get MacOS out of the equation. It's interesting, but last year when I was messing with UbioWelding, my first "client" 🤖 complained he weren't being able to run the thing on his machine, while obviously I was on mine. When he sent me the log, I became baffled because that did not made sense, that freaking binary was running fine here. And then I remembered my times on Win16 coding and the first issues of the DLL hell. 🤖 Using the Windows libraries (and not the MacOS ones) to compile against solved the problem.

Since "[*gato escaldado tem medo de água fria*](#)" 🤖 I choose to ask for confirmation against this.

Thanks again!



Quote Edit

IronKerbal

Math Nerd and Rocket
Designer



Members

+ 2

50 posts

Location: Center of the
Universe

Posted Wednesday at 10:05 PM

Report post ▸

[@Lisias](#) I think you forgot to add the latest version of
TweakScale to [CKAN](#)



Quote



Lisias

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has crashed before!



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Posted Wednesday at 10:29 PM

Report post ▸



On 10/23/2019 at 10:05 PM, IronKerbal said:



[@Lisias](#) I think you forgot to add the latest version of
TweakScale to [CKAN](#)

Worst. I fixed the [problem](#) but forgot to tell about. Sorry,
guys. I'm asking what to do on [CKAN](#) thread.

On the bright side, I managed to find a working workaround
in the mean time. Still trying to make the thing functional,
this widget is **way** less convenient that the lost
UI_ScaleEdit. But at least, it's something.



UI_FloatRange is the name, and thanks to [@zer0Kerbal](#) for
using it - I plain searched the CSharp libraries for every
thingy that extends UI_Control and gone "hunt" on GitHub

to see who else is using it. 🤖



Quote Edit

zer0Kerbal likes this

Everybody borks. — Gregory Kerman ✕

Commodoregamer118

Experienced Command Pilot



Members

+6

59 posts

Location: In-flight

Posted Wednesday at 10:42 PM

Report post

That way to re-scale the parts is way better.

Because when i try to scale some parts its just impossible to scale to a specific number.

For example:135%



Quote



Lufthansa



Lisias

Boldly crashing what no Kerbal has crashed before!



Members

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2,573 posts

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SouthAmerica ! Brazil !
SãoPaulo ! Capital ! Home !

Posted Wednesday at 11:03 PM (edited)

Report post



On 10/23/2019 at 10:42 PM,



Commodoregamer118 said:

That way to re-scale the parts is way better.

Because when i try to scale some parts its just impossible to scale to a specific number.

For example:135%

Most of the time, you are scaling things to predefined slots. 0.625, 2.5, 5m , etc. And at this moment this is lost.



Do you see what I mean? 🤖 (ok, this is code still targeting the older widget - but you got it)

In a way or another, I got it. You want a finer increment! on the thing! This is the current dev version running on KSP 1.7.3, what do you think?



And that "<<" and ">>" buttons make a lot of difference on the day to day rocket building!

— — — —

The current code is here:

<https://github.com/net-lisias-ksp/TweakScale/tree/dev/orthodox-event-FloatRange>

Guys, I need to slow down a bit this thing. Work comes first, but I neglect it somewhat this week and now I need to give it the proper attention. I'm working with very supportive co-workers, and they are also helping on this by giving me some slack, but there's a limit and I don't want to cross it.

I will respond as the time allows. I usually have some 5 to 10 minutes timeframes scattered on the day.

Edited Wednesday at 11:13 PM by Lisias

post edit.



Quote Edit

viperwolf and count_Zer0 like this

Everybody borks. — Gregory Kerman ✕ ▾

AmpCat

Space Cat



Members

+ 138

431 posts

Posted Wednesday at 11:46 PM

Report post



On 10/23/2019 at 9:43 PM, Lisias said:



You are borking one step ahead, It's an improvement!



The magic word is "References". Right click on "References" and navigate to the rightmost Tab. There you will be able to browse to the DLLs place on your machine. Don't mind, now, about breaking something on other's machines if you change something on yours. You need to make the thing work first on your machine, then we settle up a way to make things work on everybody's machine - it's easy, but I never bored about because I was developing alone until the moment! 🤪

Agreed, but where do I find those references? Are there other DLLs for KSPe and whatnot? Which additional DLLs do I need?



Quote



I can't claim to lack coding skills. I can't claim to lack modeling skills. I can't even claim I don't have experience with Unity. I can only claim that I lack modding skills.



zer0Kerbal

Senior Rocket Scientist



Posted Thursday at 03:27 AM

Report post



On 10/23/2019 at 10:29 PM, Lisias said:



UI_FloatRange is the name, and thanks to [@zer0Kerbal](#) for using it - I plain searched the



Members

+ 466

1,004 posts

CSharp libraries for every thing that extends UI_Control and gone "hunt" on GitHub to see who else is using it. 🤖

Thank you, but all the credit goes to the original author @Orum .

Isn't it ironic you have been looking at that code already? sometimes old and dusty saves the day. 🤖

▼ On 10/23/2019 at 11:03 PM, Lisias said: ↻

And that "<<" and ">>" buttons make a lot of difference on the day to day rocket building!

well - it is a kludge, but take what ODFC does with buttons (NEXT PREV) and use that???? won't be on the same line - but... probably would work, just not a pretty. To remove the clutter, could group the tweakscale controls; albiet not necessary because on in editor scene(s).

▼ On 10/23/2019 at 11:46 PM, AmpCat said: ↻

Agreed, but where do I find those references? Are there other DLLs for KSPe and whatnot? Which additional DLLs do I need?

check out [ODFC](#) on github - it is simple enough that it might help. master branch.



Quote

You like this



"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 iovous awe

count_Zer0

Newbie



New Members

+ 2

2 posts

Posted Thursday at 09:10 PM

Report post

Though I am quite new to ksp modding myself I would like to try and help out a bit where I can. It looks like you have found a workaround with UI_FloatRange, and the finer increment is something I have always wanted as well! I will take a stab at compiling for a 1.7.3 install and report back.

Big thanks @Lisias for heading up one the the most important mods the game has. Hope you don't mind another newbie fumbling around your carefully written code 🤖



Quote

You like this



Lisias

Boldly crashing what no Kerbal has crashed before!



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SouthAmerica ! Brazil !

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Posted Thursday at 10:30 PM

Report post



On 10/24/2019 at 9:10 PM, count_Zer0 said:



.Big thanks @Lisias for heading up one the the most important mods the game has. Hope you don't mind another newbie fumbling around your carefully written code 🤖

Welcome! And no, i don't mind at all. I need some more people borking here, so I can try to hide my owns! 🤖



Quote

Edit

viperwolf likes this

Everybody borks. — Gregory Kerman ✕

Lisias

Boldly crashing what no Kerbal has crashed before!



Posted Thursday at 10:42 PM (edited)

Report post



On 10/24/2019 at 9:10 PM, count_Zer0 said:



,and the finer increment is something I have always wanted as well! I will take a stab at compiling for a 1.7.3 install and report back.

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2,573 posts

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The increment can be tricky. There are so many pixels available on that slider, you can't have more increments than pixels, and people with different screen resolutions will obviously have different "clickable increments" available.

This can make things a bit hairy to settle. I think that most complains about the scaling control are, indeed, related to how much pixels the dude have available to click.

For example, if you define an increment of 100 steps, but have only 70 pixels on the widget, it's evident that you will not be able to get about 30 of that steps (perhaps more, due two pixel hitting the same increment due rounding errors).

Edited Thursday at 10:44 PM by Lisias

Hate touch screens



Quote

Edit

Everybody borks. — Gregory Kerman✕

StoneWolfPC

Newbie



New Members

+ 2

4 posts

Posted Thursday at 11:45 PM

Report post



I just dropped by to thank you for an amazing job on this mod. I've only been playing since 1.73, and about 2 months ago at that. I played for a week before I discovered mods. Then I found yours. I only wish I had the talent you all have, because these little hacks and tweaks you do make the game so much more enjoyable. Though I must say my poor i7 7700k is almost beyond it's limit as it is at times, and these mods sure make the fps low..... but then I am also a graphics person, so I refuse to turn down the specs... :P Thank you a million from all of us. :)



Quote

You like this



count_Zer0

Newbie



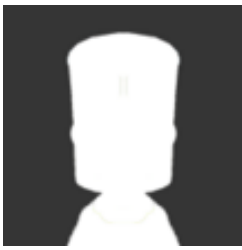
Posted Friday at 03:36 AM

Report post



On 10/24/2019 at 10:42 PM, Lisias said:





New Members

+ 2

2 posts

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Yes, I can see how that could be a problem, particularly since there is no way to tell the number of pixels any given screen would have in the slider. Entering the size as text would be the ideal solution for all scale fields, have the graphic slider increment set to something simple like 10% chunks between the common part sizes (0.625, 1.25,..). I feel you on the "<<" and ">>" being gone, they are are huge help.

I probably shouldn't be getting too many big ideas before I really know how the UI works, sometimes the simple things are especially challenging.



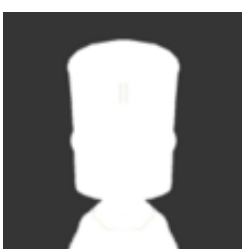
Quote

You like this



Azic Minar

Bottle Rocketeer



Members

+ 6

16 posts

Posted Friday at 03:46 AM (edited)

Report post

I've been following this talk of what's going on because I find it fascinating (I've done some coding, but nothing crazy), but seeing the scaling made me wonder: The new expansion allowed users to hit the # and directly type in the wanted number (for angles or what not) and while I've not started up 1.8 yet to see if its still there, would you be able to implement that if the arrows to change size don't work out?

~~ Edit ~~

count_Zero, your post popped up after I hit post! HA, same idea, good show 🤖

Edited Friday at 03:49 AM by Azic Minar

similar train of thought



Quote

You like this



Problemless Mods Wanter

Excited Kerbanaut



Members

+ 26

175 posts

Posted Friday at 04:14 AM

Report post



On 10/25/2019 at 3:46 AM, Azic Minar said:



...The new expansion allowed users to hit the # and directly type in the wanted number (for angles or what not) and while I've not started up 1.8 yet to see if its still there...

It's still there, it's a really good QoL improvement, I love it...



Quote



DarkNounours

Bottle Rocketeer



Members

+ 4

13 posts

Posted Friday at 04:47 AM

Report post



On 10/24/2019 at 10:42 PM, Lisias said:



The increment can be tricky. There are so many pixels available on that slider, you can't have more increments than pixels, and people with different screen resolutions will obviously have different "clickable increments" available.

This can make things a bit hairy to settle. I think that most complains about the scaling control are, indeed, related to how much pixels the dude have available to click.

For example, if you define an increment of 100 steps, but have only 70 pixels on the widget, it's evident that you will not be able to get about 30 of that steps

(perhaps more, due two pixel hitting the same increment due rounding errors).

▼ On 10/25/2019 at 3:36 AM, count_Zer0 said: ➡

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▼ On 10/25/2019 at 3:46 AM, Azic Minar said: ➡

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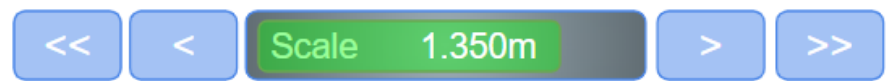
~~ Edit ~~

count_Zero, your post popped up after I hit post! HA, same idea, good show 🤖

Well from a UI perspective I think there are no many choices to solve this.

- The # <digit number> is obviously a good way to tell tweakscale exactly what you want but can be time consuming before getting the appropriate setting for the buid as you have to re-type a number for each try.

- There would be another way by adding more buttons like this but it would involve more code.



The >> button does the same, the > button helps the user to make an increment without clicking inside the scale bar.



Quote

You like this



Lisias

Boldly crashing what no Kerbal has crashed before!



Members

+ 2,498

2,573 posts

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SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

Posted Friday at 08:56 AM

Report post

I [finally realized](#) why so many complains about TweakScale not working. Manual installers, sometimes, doesn't knows how to check for KSP compatibility on CurseForge!

So I wrote an [article on my site's Support page](#) - and decided to copy&paste it too here, for your convenience:

➤ Reveal hidden contents

Please help to spread the word. 🤖



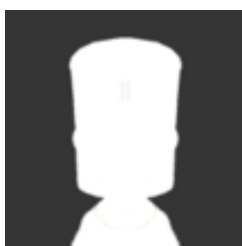
Quote Edit

Problemless Mods Wanter, Sleepy068, DarkNounours and 2 others like this

Everybody borks. — Gregory Kerman

astro88

Newbie



New Members

+ 2

3 posts

Posted Friday at 02:40 PM

Report post

Lisias, I am getting this fatal error again on the Z-200 Battery Bank. You had helped me a few months ago resolve this problem but it's occurring again and the fix I applied previously doesn't seem to be working. Here are screenshots of my log showing the error and my ModuleManager.ConfigCache showing what I did last time. Tweakscale has updated and so I thought that might have been the issue. I let [CKAN](#) do the update and I applied the fix to the configcache file and it still is giving me the error.



Quote

[TweakScale] WARNING: **FATAL** Found a showstopper problem on batteryBankMini (Z-200 Rechargeable Battery Bank).

(Filename:

C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

[TweakScale] ERROR: **FATAL** Part batteryBankMini (Z-200 Rechargeable Battery Bank) has a fatal problem due having duplicated properties - see issue [#34](<https://github.com/net-lisias-ksp/TweakScale/issues/34>).



Quote

MODULE

{

name = TweakScale

type = stack

defaultScale = 0.625

%type = RealismOverhaulStackSolid

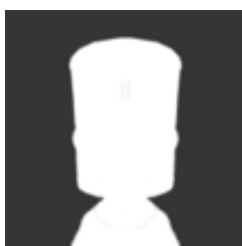


Quote



Mike089

Sr. Spacecraft Engineer



Members

+ 61

282 posts

Posted Friday at 03:47 PM

Report post

I still can't even get this game to start since 1.8. I'm stubbornly not removing my mods, instead waiting and hoping for some mod updates that might fix my problem. The thought of losing all the stuff I've built just makes me I recently installed a mod called Madlad which I guess checks for bad mods during start up. Boy it sure doesn't like Tweakscale. Throws out in your face messages about not proceeding with it in it's current version.



Quote



KSP videos



<https://www.youtube.com/user/MikeO32989/videos>



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[1.4.1 <= KSP <= 1.7.3] TweakScale - Under Lisias' Management - 2.4.3.8 - 2019-1018

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