

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

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By Lisias, October 16, 2018 in [Add-on Releases](#)[+ Add Tag](#)[Start new topic](#)[Reply to this topic](#)[«](#) [PREV](#) [35](#) [36](#) [37](#) [38](#) [39](#) [40](#) [41](#) [42](#) [43](#) [44](#) [NEXT](#) [»](#)

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Lisias

Boldly crashing what no Kerbal
has crashed before!



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Posted October 11 (edited)

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A small and insignificant glitch 🤖 was detected on the
Release 2.4.3.5, the Brief.

Long live TweakScale [2.4.3.6](#)! 🤖

Edited October 12 by Lisias

uh...It's dead, Jim...

[Quote](#)[Edit](#)*Everybody borks. — Gregory Kerman*

AccidentalDisassembly

Junior Rocket Scientist



Members

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Posted October 11 (edited)

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FYI - the new release contains duplicate patches. For instance - have a look in patches/NFT_TweakScale.cfg and patches/NF/NFC_TweakScale.cfg. Seems like the old NFT_TweakScale got partitioned but not deleted/cleaned up, maybe?

Also: would it not be a better idea to include % on every modification made by TweakScale? Just in case TweakScale itself is applying its patches after some other mod? E.g. %type = rather than type = ? (Relatively) easy enough to simply find-replace with Notepad++ (or whatever) and it might avoid many issues.

Edited October 11 by AccidentalDisassembly



Quote

You like this



Lisias

Boldly crashing what no Kerbal has crashed before!



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Posted October 11 (edited)

Report post



On 10/11/2019 at 7:30 PM,



AccidentalDisassembly said:

FYI - the new release contains duplicate patches. For instance - have a look in patches/NFT_TweakScale.cfg and patches/NF/NFC_TweakScale.cfg. Seems like the old NFT_TweakScale got partitioned but not deleted/cleaned up, maybe?

~~Nope. You forgot to delete the previous TweakScale version before installing the new. The [Install.md](#) file explains how to manually install the thing!~~

~~The Sanity Checks would had bitten me in the [SAS](#) here if I had done such a mistake! 🤖~~

~~On the other hand... I need to check how [GKAN](#) will handle this, thanks for the heads-up! Your bork could had prevented me from borking with a lot of people!!! Thanks!~~



YOU ARE RIGHT, ~~my building process had failed on this~~ [Nope - I borked beautifully on the merging.]

▼ On 10/11/2019 at 7:30 PM,
AccidentalDisassembly said:

Also: would it not be a better idea to include % on every modification made by TweakScale? Just in case TweakScale itself is applying its patches after some other mod? E.g. %type = rather than type = ? (Relatively) easy enough to simply find-replace with Notepad++ (or whatever) and it might avoid many issues.

It should be what must be done for everybody willing the change TweakScale patches The TweakScale patches, however, are canon - otherwise I can't guarantee things will work on the user's machine.

I'm aiming to use :FOR on the patches on the future 2.5.0.0 release, and I'm paving the way to reach that goal since the beginning of this year (release 2.4.3.0, that didn't saw the light of the day due the huge breakage it made when TweakScale leaved the Module Manager's Legacy mode). This :FOR thingy alone will help to prevent a huge amount of mistakes by itself.

But to reach that goal, I need to make sure that TweakScale patches are the ones "prevailing" on the current Race Condition on the Legacy patching, This is the way I found to accomplish that - to do **not** add the "%" on the canon patches, so I can detect legacy patches borking up and do something about. Without it, we would had people shoving "scale = free" on patches with defaultScale, that was one of causes for [this Issue](#) , what can lead to this [nasty problem](#). So instead of hacking TweakScale to cope with all the possible ways to corrupt the prefab, it's easier to detect when the mishaps happen. And to do such, I need the [:FOR thingy](#) on 2.5 and also

make sure TweakScale is able to check double patching. But to be able to do that, I need to pave the way first by detecting and fixing every single Add'On out there that will break due it. And **not** using "%" is helping me on that.

I understand people prefer easy ways out, but there's none for this. Every easy fix perpetuates the problem, or cause some other. A (somewhat big) essay about these problems can be found [here](#).

Edited October 12 by Lisias

tyop! Surprised?



Quote Edit

glibbo and N3N like this

Everybody borks. — Gregory Kerman

AccidentalDisassembler

Junior Rocket Scientist



Members

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Posted October 12

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



Nope. You forgot to delete the previous TweakScale version before installing the new. The [Install.md](#) file explains how to manually install the thing!

The Sanity Checks would had bitten me in the [SAS](#) here if I had done such a mistake! 🤖

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I understand people prefer easy ways out, but there's none for this. Every easy fix perpetuates the problem, or cause some other. A (somewhat bug) essay about these problems can be found [here](#).

NFT_TweakScale.cfg exists in the ZIP file (TweakScale-2.4.3.6.zip), or at least in the one I downloaded a couple hours ago...



Quote

You like this



Lisias

Boldly crashing what no Kerbal has crashed before!



Posted October 12 (edited)

Report post



On 10/12/2019 at 12:35 AM,



AccidentalDisassembly said:

NFT_TweakScale.cfg exists in the ZIP file (TweakScale-2.4.3.6.zip), or at least in the one I downloaded a couple hours ago...



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Yep. I just detect it. I was editing the post when you posted. I'm fixing it.

— — post edit — —

On the long run, this just confirmed the second part of my previous post. You only detected this beautiful bork (what would create an incredibly hard to detect problem later when NF patches would need being updated!) because I didn't shoved "%" on the canon patches.

I didn't though that I would be the one borking this way, but yet... It worked - it prevented me from stomping my own toes later.

Edited October 12 by Lisias

post thoughts



Quote

Edit

Everybody borks. — Gregory Kerman✕ ▾

Lisias

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Posted October 12

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A *small and insignificant* glitch 🐼 was detected on the Release 2.4.3.5, the Brief.

However, another *small and insignificant* glitch 🐼 was also detected on the Release 2.4.3.6, the Briefer.

Long live [TweakScale 2.4.3.7](#). (i hope at least...)



Quote

Edit

zer0Kerbal, kcs123 and IronKerbal like this

Everybody borks. — Gregory Kerman✕ ▾

zer0Kerbal

Senior Rocket Scientist



Posted October 12

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Members
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On 10/12/2019 at 1:41 AM, Lisias said:

A *small and insignificant glitch* 🤖 was detected on the Release 2.4.3.5, the Brief.

However, another *small and insignificant glitch* 🤖 was also detected on the Release 2.4.3.6, the Briefer.

Long live [TweakScale 2.4.3.7](#). (i hope at least...)

at least you didn't release something with a stowaway .dll included! made InstallChecker.cs go nuts. 🤖



Quote

You and kcs123 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 invious awe

wasml

Spacecraft Engineer



Members
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794 posts

Posted October 12

Report post

First thanks for maintaining this mod - sorry about all the headaches you've inherited

I'm getting an error message with the 2.4.3.7 release and think it may be in error (but it's early here - not a morning person). I've double and triple checked but don't see a problem with my install.

I installed the latest 2.4.3.7 and got the "Houston..." message about Tweakscale installed in the wrong place. It said I had installed TweakScale in
GameData\TweakScale\Plugins and should have put it in
GameData\TweakScale but the plug in directory is where the dll's are located in the distribution zip (Manual install - drag and drop TweakScale-
2.4.3.7.zip\GameData\TweakScale into my GameData folder) and where (I believe) they should be. This is the directory structure:

KSP

GameData

ModuleManager.4.0.3.dll (Installed latest MM rather than TweakScale included one - shouldn't have anything to do with TS installed in the wrong spot)

TweakScale

patches

...Lots of cfg's...

Plugins

KSPe.Light.TweakScale.dll

Scale.dll

Scale_Resdist.dll

Am I missing something?

Thanks



Quote



Azic Minar

Bottle Rocketeer



Members

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16 posts

Posted October 12 (edited)

Report post



On 10/12/2019 at 10:12 AM, wasml said:



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KSP

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TweakScale

patches

...Lots of cfg's...

Plugins

KSPe.Light.TweakScale.dll

Scale.dll

Scale_Resdist.dll

Am I missing something?

Thanks

That looks correct unless I'm not looking at the formatting correctly.

I've seen this before, and I think a few pages back its mentioned, but some mods have a copy of Tweak Scale included with them inside their folder. So you have GameData/TweakScale and then you probably also have GameData/RandomMod/TweakScale Now what random mod has it hiding inside of it is a good question.

Until Lisias has been able to track down the exact cause and fix everything, Huston errors will still pop up. Lisias, Please keep up the good work, Thank you

Edited October 12 by Azic Minar

Thanking Lisias



Quote

You and Commodoregamer118 like this



Lisias

Boldly crashing what no Kerbal has crashed before!



Posted October 12

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On 10/12/2019 at 10:12 AM, wasml said:



First thanks for maintaining this mod - sorry about all the headaches you've inherited

Welcome! The headaches are temporary, the good results

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however will linger for a long time. I think it's worthing. 🤖



On 10/12/2019 at 10:12 AM, wasml said:



I'm getting an error message with the 2.4.3.7 release and think it may be in error (but it's early here - not a morning person). I've double and triple checked but don't see a problem with my install.

Yeah. I know the feeling. (My ears are still burning! 🤖)



On 10/12/2019 at 10:12 AM, wasml said:



I installed the latest 2.4.3.7 and got the "Houston..." message about Tweakscale installed in the wrong place. It said I had installed TweakScale in GameData\TweakScale\Plugins and should have put it in GameData\TweakScale but the plug in directory is where the dll's are located in the distribution zip (Manual install - drag and drop TweakScale-2.4.3.7.zip\GameData\TweakScale into my GameData folder) and where (I believe) they should be.

No sir, you made it right. There's something else happening. Can you publish the KSP.log file? There's a message there when this happens, and that message can hint me about any situation I didn't had foresee on the code, that would end you giving you a false alarm. The presence of the "Plugin" on the message is the key here - the code explicit checks about "Plugins" and "Plugin" and abstract them - and this bug would had bitten me on the Mac too (the first release borked because I didn't checked the code on Windows, just Macs - this DUD/SAS here forgot about Windows using backslashes on pathnames).

Please also send me a link from a sharing file service with a copy of **your** copy of the TweakScale.zip . I had to disrupt my "deployment process" yesterday (i.e. needed to do things I usually don't do when deploying), I think it's a good idea checking if I didn't had borked somewhere else too.

On 10/12/2019 at 2:12 PM, Azic Minar said:

I've seen this before, and I think a few pages back its mentioned, but some mods have a copy of Tweak Scale included with them inside their folder. So you have GameData/TweakScale and then you probably also have GameData/RandomMod/TweakScale Now what random mod has it hiding inside of it is a good question.

Hummm... Good catch. Indeed, this is another possible explanation for the problem. His KSP.log will solve this mystery.

+ Quote Edit

Azic Minar likes this

Everybody borks. — Gregory Kerman

wasml

Spacecraft Engineer



Members

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794 posts

Posted October 12

Report post

Per Azic Minar's note I scanned the GameData directory and InterstellarFuelSwitch has a GameData\InterstellarFuelSwitch\Plugins\Scale_Redist.dll. [Here's a link](#) to the log file and the zip I installed TweakScale from.

Thanks

+ Quote

You like this



Lisias

Boldly crashing what no Kerbal has crashed before!



Posted October 12 (edited)

Report post

On 10/12/2019 at 3:42 PM, wasml said:

Per Azic Minar's note I scanned the GameData directory and InterstellarFuelSwitch has a GameData\InterstellarFuelSwitch\Plugins\Scale_Redist.dll.

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This is normal. The Redist is meant to be redistributed like that. It's a "contract", where some developers "hire TweakScale" to provide them some heavy lifting, while they focus on their core business - instead of allowing me to guess what they need and doing everything by myself (what can be somewhat problematic sometimes, can it not?? 🤖).

On 10/12/2019 at 3:42 PM, wasml said:

[Here's a link](#) to the log file and the zip I installed TweakScale from.

UNBELIEVABLE. 🤖

```
[LOG 05:42:37.509] [TweakScale] ERROR:
TweakScale should be installed on
[C:\Users\Brad\Documents\My
Games\KSP\KSP 173
Mod\GameData\TweakScale/], not on
[C:\Users\Brad\Documents\My
Games\KSP\KSP 173
Mod\GameData\TweakScale\Plugins/].
```

So you see that "/"? It was what borked 2.4.3.5. This DUD/SAS writing you this post plain forgot about backslashes on Windows (on UNIX, we use normal slashes - and it's almost an year since I fire up a Windows machine by the last time!).

What makes sense, because on the previous log entry:

```
[LOG 05:42:37.508] [TweakScale] Version
2.4.3.5 /L
```



You was a victim of my Release Borking Fest. My apologies. Download the currently available Release, 2.4.3.7, and everything will be fine. <https://github.com/net-lisias-ksp/TweakScale/releases>

(Delete all the TweakScale folder contents before installing the new)

(Jeez, I was afraid I had borked again! It's the reason I asked the file you had on your computer!! 🤖)

On 10/12/2019 at 3:42 PM, wasml said:

Thanks

Glad to be (eventually 🤖) of service!!

Edited October 13 by Lisias

Tyops! Who would thought of that? :P



Quote Edit

wasml likes this

Everybody borks. — Gregory Kerman✕

wasml

Spacecraft Engineer



Members

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Posted October 12

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Tried the new 2.4.3.7 and it looks good.

As Gregory Kerman said "Everybody borks" (been there, done that (more time than I like to admit))

And again thank you for maintaining and improving this mod.



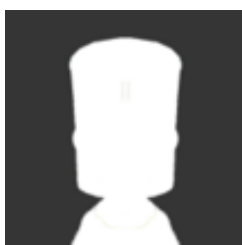
Quote

You, Rafael acevedo and Commodoregamer118 like this



AirShark

CEO of KADEC



Members

Posted October 13

Report post



Hey, I'm getting a FATAL error message on start-up. I've installed the 2.4.3.7 patch both manually and through CKAN; neither seems to be working for me. Here is the output log

file: https://www.dropbox.com/s/spsex974tqfvhq9/output_log.txt?dl=0

I'm not 100% sure. Just made a big jump from 1.3.1 to

+ 129
122 posts

1.7.3 so maybe I am missing a step here or I might be missing something; I've kind of been out of the loop when it comes to mods and any updates that have come out for them. Thanks for all the hard work!

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Posted October 14

Report post



On 10/13/2019 at 11:46 PM, AirShark said:



Hey, I'm getting a FATAL error message on start-up.
I've installed the 2.4.3.7 patch both manually and
through CKAN; neither seems to be working for me.
Here is the output log
file: https://www.dropbox.com/s/spsex974tqfvhq9/output_log.txt?dl=0

The output_log is not the ideal for me, I need the KSP.log.
TweakScale and Module Manager logs there the
information I need. I'll try to salvage what I can, sometimes
I get lucky.

Well, you got only one. Not bad:

```
[TweakScale] INFO: WriteDryCost  
Concluded : 878 parts found ; 0 checks  
failed ; 0 parts with hotfixes ; 0  
parts with issues overruled ; 1 Show  
Stoppers found; 9 Sanity Check failed;  
456 unscalable parts.
```

```
[TweakScale] ERROR: **FATAL** Part  
arrestingHook (Arresting Hook) has a  
fatal problem due having duplicated  
properties - see issue [#34](  
https://github.com/net-lisias-  
ksp/TweakScale/issues/34 ).
```

And I got lucky, it's an already known problem:

```
[LOG 2019-10-13 22:32:46.838]  
Applying update  
TMasterson5/tweakscaleConfigPatch/@PA  
RT[arrestingHook] to  
TM5Misc/BHI/utility/arrestingHook/arr  
estingHook.cfg/PART  
[LOG 2019-10-13 22:32:46.889]  
Applying update  
TMasterson5/tweakscaleConfigPatch/@PA  
RT[arrestingHook] to  
TM5Misc/BHI/utility/arrestingHook/arr  
estingHook.cfg/PART  
[LOG 2019-10-13 22:32:56.859]  
Applying update  
FerramAerospaceResearch/_FARPartModul  
e/@PART[*]:HAS[!MODULE[LaunchClamp]]:  
FOR[FerramAerospaceResearch] to  
TM5Misc/BHI/utility/arrestingHook/arr
```

It's TMasterson5's patches. I already have [some history](#) with it. The best line of action is to fix the patches, using :NEEDS[TweakScale] and preventing patching parts already patched with TweakScale. Just it, by itself, would had solved virtually all glitches I'm aware from it.

Some were already [proposed](#) to the [maintainer](#), but I'm not following it. Since the thing is licensed under CC-BY-SA-NC-ND, I can't fix them myself. And this set is somewhat huge, so creating [HotFixes](#) for this one is, frankly, unfeasible!

So, at least for now, it's best to do not use TMasterSon5's patches.

I'm not 100% sure. Just made a big jump from 1.3.1 to 1.7.3 so maybe I am missing a step here or I might be missing something; I've kind of been out of the loop when it comes to mods and any updates that have come out for them. Thanks for all the hard work!

Big jump? It's a Leap of Faith! 🤖 Tons and tons of things changed from 1.3.1 to nowadays. You must be careful about the old Add'Ons you bring to 1.7. Some will work fine with none to few efforts (search about the bulkheadProfile patch for older parts), but the patches will be, probably, your headache. There're too many Add'Ons willing to use TweakScale on the field, and we are using few (or none!) mechanisms to coordinate the patching to prevent a Toe Stomping Fest - that's essentially what had bitten you above. This [link](#) has a somewhat comprehensive essay about the issues that can affect your game.



Quote Edit

AirShark likes this

Everybody borks. — Gregory Kerman ✕ ▾

AirShark

CEO of KADEC



Members

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Posted October 14

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On 10/14/2019 at 12:52 AM, Lisias said:



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Well, you got only one. Not bad:

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[TweakScale] INFO: WriteDryCost  
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checks failed ; 0 parts with  
hotfixes ; 0 parts with issues  
overruled ; 1 Show Stoppers found;  
9 Sanity Check failed; 456  
unscalable parts.
```

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[TweakScale] ERROR: **FATAL** Part  
arrestingHook (Arresting Hook) has  
a fatal problem due having  
duplicated properties - see issue  
[#34]( https://github.com/net-  
lisias-ksp/TweakScale/issues/34 ).
```

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```
[LOG 2019-10-13 22:32:46.838]  
Applying update  
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TM5Misc/BHI/utility/arrestingHook  
/arrestingHook.cfg/PART  
[LOG 2019-10-13 22:32:46.889]  
Applying update  
TMasterson5/tweakscaleConfigPatch  
/@PART[arrestingHook] to  
TM5Misc/BHI/utility/arrestingHook  
/arrestingHook.cfg/PART  
[LOG 2019-10-13 22:32:56.859]  
Applying update  
FerramAerospaceResearch/_FARPartM  
odule/@PART[*]:HAS[!MODULE[Launch  
Clamp]]:FOR[FerramAerospaceResear  
ch to
```

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It was the TM5 patch that was messing it up; I removed them and so far no issues. Thanks for the help and the tips!

 [Quote](#)



Edit Signature...



UnhorsedGoose

ICBM Engineer



Posted October 15

[Report post](#) 

Having some trouble reading .md files, internet explorer doesn't let me open it and another program I have doesn't either, anything you recommend to help with that?

 [Quote](#)



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Lisias

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Posted October 15 (edited)

Report post



On 10/15/2019 at 1:39 PM, UnhorsedGoose said:

Having some trouble reading .md files, internet explorer doesn't let me open it and another program I have doesn't either, anything you recommend to help with that?

On Mac, use [MacDown](#).

On Linux and Windows, there are so many I can even [Remarkable](#). 🤖

But, really, any text editor (from Notepad to VIM) will do. All you need to do is to associate it to notepad.exe using the context menu on most Operating Systems: <https://www.computerhope.com/issues/ch000572.htm>

EDIT: found this one, [typora](#). Looks promising, I'm giving it a shot!

Edited October 15 by Lisias

Hit "save" too soon.



Quote Edit

Everybody borks. — Gregory Kerman✕

UnhorsedGoose

ICBM Engineer



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Posted October 15

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On 10/15/2019 at 9:48 PM, Lisias said:

On Mac, use [MacDown](#).

On Linux and Windows, there are so many I can even [Remarkable](#). 🤖

+7

14 posts

But, really, any text editor (from Notepad to VIM) will do. All you need to do is to associate it to notepad.exe using the context menu on most Operating Systems: <https://www.computerhope.com/issues/ch000572.htm>

EDIT: found this one, [typora](#). Looks promising, I'm giving it a shot!

Great, worked like a charm! Thanks, have a good day



Quote

You like this



zer0Kerbal

Senior Rocket Scientist



Members

+466

1,004 posts

Posted October 16

Report post

atom and npp both work great and will even (with a plugin) display the .md (markdown) file as it should appear.



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

Lisias

Boldly crashing what no Kerbal has crashed before!



Members

+2,498

2,573 posts

Posted October 16

Report post



On 10/16/2019 at 1:12 AM, zer0Kerbal said:



atom and npp both work great and will even (with a plugin) display the .md (markdown) file as it should appear.

I had some problems with javascript based apps in the past - Atom included. I'm a "heavy user" due my profession, my easiness on handling logs around here came directly by

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

the fact that I'm doing that for years, from critical mission applications to servers that must be running 24/7 and any fix should be done with them "alive". Not for the faint of heart.

I munch 100 or 200 megabytes sized reports on the breakfast - and when something goes wrong, more than once I had to load the entire freaking report on a decent editor for visual inspection ("why in hell my REGEX failed on that log entry?"). Well, I kinda locked using Eclipse most of the time due that - big, enormous log files are something that this beast still handles fine. 🤖

Remarkable is a Python application, what's ends being a plus for me, as a large portion of my infra and high level applications rely on Python. 🤖 - Old dog, new tricks. You got it. 🤖



Quote Edit

Everybody borks. — Gregory Kerman ✕ ▾

zer0Kerbal

Senior Rocket Scientist



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I recently started migrating over to Atom, NPP has been, well, it doesn't like it when you have 6 versions of it open, each with a dozen .cfg's, md. txt. logs, etc in them. It complains. I don't like it when software complains because I pushed it too hard. 🤖🤖



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 ✕ ▾

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No, I didn't had any inside information - I just "knew" KSP 1.8 would be launched this week - call it a premonition or plain lucky shot, but I just knew it was imminent. 🤖

Not by coincidence, I managed **today** to grab a better machine for me to complement my development needs, and of course, this will make things easier for KSP development too. 🤖 The new machine will handle KSP somewhat better too - but I'm keeping the older machine around (I think I will end needing both), so I will test things on it too, and be able to respond on issues on highly restrained environments - that are still a lot of people out there.

In a way or another, the download just finished. I'm firing up tests now, anything weird I will report here ASAP. 🤖



Quote Edit

Everybody borks. — Gregory Kerman✕

Commodoregamer18

Experienced Command Pilot



Members

+ 6

59 posts

Location: In-flight

Posted October 16

Report post

Hello community!!

Looks like KSP 1.8 just released that leads into a question:

Will this mod have support for 1.8??

If yes when will be released?



Quote



Lufthansa✕

zer0Kerbal

Senior Rocket Scientist



Members

+ 466

1,004 posts

Posted October 16

Report post

not without massive amounts of **Jeb's Coffee!** 🤖



Quote

You like this



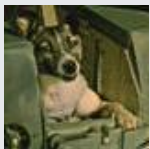
"I usually don't ask if it is possible, rather I hit it with a big enough hammer to make it work. — Jeb ✕

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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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