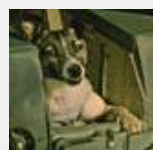


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[>= 1.4] TweakScale - Under Lisias' Management - 2.4.3.3 - 2019-0814

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60

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

[+ Add Tag](#)

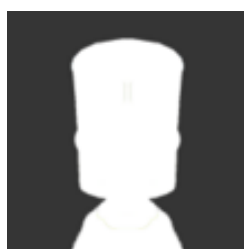
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Page 16 of 33

Nigel J. Cardozo

Sr. Spacecraft Engineer



Members

[+ 124](#)

393 posts

Location: I am probably living
on Mars!!!

Posted May 20

[Report post](#)[▼](#) On 5/20/2019 at 12:57 PM, Lisias said:

I use GIT on everything nowadays. 🤖 You don't really have to push the commits to a external repository (but I use a private account on bitbucket since I dumbly deleted a test savegame that wasn't a test savegame).

The last big bork on TweakScale screwed up ALL my savegames. It was a silent corruption - and once the corrupting Add'On was uninstalled (for unrelated reasons - I just concluded it didn't fit on the current RPG on that installment), I ended up with ALL my crafts and savegames mangled to a terrible state.

I spent the whole week fixing all of that - I'm kind of expert on these things nowadays. 🤖

Oh, that savegame I deleted by mistake? Was due this - since it was supposed to be a test savegame, it didn't worth the pain to fix it. But **that** savegame had some interesting crafts I ended up building for testing and didn't moved them to a proper place yet.

(sigh)

Well, so is the life. 🤖

— POST EDIT —

In time, these breakage is exactly the reason I issue the beta! Could you please send me your KSP.log, out_put.log and MM caches? This will help me to code a Sanity Check to prevent this happening again!

Oops I deleted everyting 🤖



Quote



linuxgurugamer

The light at the end of the tunnel may be an oncoming dragon



Members

+ 12,824

16,172 posts

Location: At SpaceTux Industries HQ

Posted May 21 (edited)

Report post



@Lisias Does TW scale attach nodes? I'm working on some shuttle wings, and found that when I increased the size of the wing, it didn't seem to increase the node size (I did this by testing, changing the node size by hand). This is important for wings, especially shuttle wings.

I'm referring to the size of the attach nodes, I know that it does scale the positions

Edited May 21 by linuxgurugamer



Quote



I stream on Twitch on Sunday evenings:

<https://www.twitch.tv/linuxgurugamer>

Read this BEFORE asking for

support: <http://forum.kerbalspaceprogram.com/index.php?/topic/83212-how-to-get-support-read-first/>

Lisias

Boldly crashing what no Kerbal
has crashed before!



Members

+ 2,239

2,313 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

Posted May 21

Report post



On 5/21/2019 at 12:28 AM, linuxgurugamer said:

@Lisias Does TW scale attach nodes? I'm working on some shuttle wings, and found that when I increased the size of the wing, it didn't seem to increase the node size (I did this by testing, changing the node size by hand). This is important for wings, especially shuttle wings.

I'm referring to the size of the attach nodes, I know that it does scale the positions

Yes, but not exactly how you expect.

When free scaling is available, the node is being scaled by the formula:

```
node.size = (int)
(tmpBaseNodeSize * tweakScale / defaultScale + 0.49);
```

There's also an array called "ScaleNodes" that you must define on the ScaleType, one for each ScaleFactor. For example:

```
SCALETYPE
{
    scaleFactors    = 0.1 , 0.3 , 0.625
, 1.25 , 1.875 , 2.5 , 3.75 , 5.0 ,
7.5 , 10 , 20
    scaleNodes     = 1 , 1 , 1
, 1 , 2 , 2 , 2 , 3 , 3
, 3 , 3
}
```

Would force the node size to 1 for scales [0.1, 1.875[, 2 for the scales [1.875, 5.0[, and so on.

interesting enough, no default TweakScale patch make use of this. But it's available on the code, and on a fast eyeballing it appears to work.

Please try it and kick me here if anything goes wrong. If we have a bug on this, I want to have it worked out for the next minor release!



Quote Edit

zer0Kerbal and linuxgurugamer like this

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

linuxgurugamer

The light at the end of the tunnel may be an oncoming dragon



Members

+ 12,824

16,172 posts

Location: At SpaceTux Industries HQ

Posted May 21 (edited)

Report post

On 5/21/2019 at 8:15 AM, Lisias said:

Yes, but not exactly how you expect.

When free scaling is available, the node is being scaled by the formula:

```
node.size = (int)
(tmpBaseNodeSize * tweakScale / de
faultScale + 0.49);
```

There's also an array called "ScaleNodes" that you must define on the ScaleType, one for each ScaleFactor. For example:

```
SCALETYPE
{
    scaleFactors    = 0.1 , 0.3 ,
0.625 , 1.25 , 1.875 , 2.5 , 3.75
, 5.0 , 7.5 , 10 , 20
    scaleNodes     = 1 , 1 , 1
, 1 , 2 , 2 , 2 , 3
, 3 , 3 , 3
}
```

Would force the node size to 1 for scales [0.1, 1.875[, 2 for the scales [1.875, 5.0[, and so on.

interesting enough, no default TweakScale patch make use of this. But it's available on the code, and on a fast eyeballing it appears to work.

Please try it and kick me here if anything goes wrong.
If we have a bug on this, I want to have it worked out
for the next minor release!

Thanks. I'm not freescaling, have added the scaleNodes
and testing.


Edit: That seems to have fixed it

Edited May 21 by linuxgurugamer

+

Quote

You and zer0Kerbal like this



I stream on Twitch on Sunday evenings:

<https://www.twitch.tv/linuxgurugamer>

Read this BEFORE asking for

support: <http://forum.kerbalspaceprogram.com/index.php?/topic/83212-how-to-get-support-read-first/>



Lisias

Boldly crashing what no Kerbal
has crashed before!



Members

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2,313 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

Posted May 30 (edited)

Report post

TweakScale is working with KSP 1.7.1 + Making History +
Breaking Ground . 🐸



Tested with KAX, Impossible Innovations and Firespitter
only, so your mileage can vary.

No additional parts lost support on this KSP release, no
new warnings. Obviously, new parts (as the Robotics)
doesn't have patches yet. Working on it.

The Robotics parts apparently work fine with Scaled parts -

just basic testing done, but no obvious issues.



Dudes, this is going to be fun! 🤖

Edited May 31 by Lisias

Testing Robotics



Quote Edit

Joker58th, Nigel J. Cardozo, MaverickSawyer and 2 others like this

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

CaptainPyke

Guy who came up with "Jool."



Members



13 posts

Location: Philadelphia, PA

Posted May 31 (edited)

Report post

Sorry if this has been asked already, but is there some way to get this mod to scale the number of crew a part can hold?

Edited May 31 by CaptainPyke



Quote



Lisias

Boldly crashing what no Kerbal has crashed before!



Posted May 31 (edited)

Report post



On 5/31/2019 at 7:57 PM, CaptainPyke said:



Sorry if this has been asked already, but is there some way to get this mod to scale the number of crew a



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2,313 posts

Location: Universe ! Virgo !

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SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

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part can hold?

Only down. Adding crew posts while scaling works on the part, but something on the U.I. goes havoc after the scaling and the game locks and/or crashes. The scaling itself appears to work, but as the game is rendered useless it's of no good.

So I'm keeping the ban on adding up crew while scaling.

If it serves of something, by scaling down the crew capacity goes down too. If you are a part author, you can design your part to be as big as you are willing to allow it and then define the crew capacity - and when scaling down, you would get the result you want.

Not tested on 1.7.1 - but this misbehaviour is consistent on all earlier KSP versions I support.

— — post edit — —

If I would make a bet, I would bet that some array on a function call is being dimensioned using the prefab crew capacity, and when that function receives the expanded crew list we perhaps would have a buffer overrun on the stack. That would explain the terrible and erratic U.I. behaviour when I scale up the part with the crew scaling up too.

But it's a wild guess. 🤪

Edited May 31 by Lisias

Post edit



Quote Edit

CaptainPyke likes this

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

HansonKerman

Inactive Klamperture Science
Engineer and lover of LSU



Posted May 31 (edited)

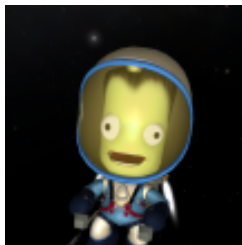
Report post



On 10/16/2018 at 8:36 PM, Lisias said:



2018-1016



Members

+ 624

705 posts

Location: InactivityLand

Began maintaining after you ended

#sensemaking

Edited May 31 by HansonKerman



Quote



1.7.0 I second this petition.



Be a friend! Follow @The Minmus Derp , @TeslaPenguin1 , and @SnacklessKerbal !

Hello, and, again, welcome to the Klamperture Science Enrichment Center.

CaptainPyke

Guy who came up with "Jool."



Members

0

13 posts

Location: Philadelphia, PA

Posted May 31

Report post



I miss this feature, and I hope it can come back someday.
Thank you for all your hard work!



Quote



Lisias

Boldly crashing what no Kerbal
has crashed before!



Members

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2,313 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

Posted May 31 (edited)

Report post



On 5/31/2019 at 9:19 PM, CaptainPyke said:



I miss this feature, and I hope it can come back
someday. Thank you for all your hard work!

I never used the feature myself, and I miss it too! 🤖

Assuming I'm right on my bet, fixing this would demand
some serious hacking. I would need to locate the code that
relies on prefab instead of the current part, and hot fix it
using Harmony or something.

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

Something to be attempted on the end-of-year holidays. 🤖

— — — Post Edit — — —

Well... I gave it another shot on 1.7.1 . Slightly less worse, but still *kaput*. 🤖



I decided to keep track of this on an issue: <https://github.com/net-lisias-ksp/TweakScale/issues/44>

Edited May 31 by Lisias

Post Edit

+ Quote Edit CaptainPyke likes this

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

Nigel J. Cardozo

Sr. Spacecraft Engineer



Members

+ 124

393 posts

Location: I am probably living on Mars!!!

Posted June 1

Report post

On 5/30/2019 at 10:37 PM, Lisias said:

TweakScale is working with KSP 1.7.1 + Making History + Breaking Ground . 🤖



Tested with KAX, Impossible Innovations and Firespitter only, so your mileage can vary.

No additional parts lost support on this KSP release, no new warnings. Obviously, new parts (as the Robotics) doesn't have patches yet. Working on it.

The Robotics parts apparently work fine with Scaled parts -just basic testing done, but no obvious issues.



Dudes, this is going to be fun! 🤖

But All Tweak should work till the robotic patches come out right? Or doesn't it?



Quote



Lisias

Boldly crashing what no Kerbal has crashed before!



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SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

Posted June 1 (edited)

Report post



On 6/1/2019 at 11:05 AM, Nigel J. Cardozo said:



But All Tweak should work till the robotic patches come out right? Or doesn't it?

It depends. The robotics parts probably added new parameters that would need to be scaled, and since they are new, no one knows about them. So you could ending up scaling size and weight of a hinge, but not the torque and then you can have a part without enough power to move it's own weight.

While some kind of risk is always there when we handle new things, I don't expect more problems than we had in

the past on Infernal Robotics. We need to be careful to avoid injecting NaNs and INFs on the physics engine, but other than that it's a matter to learn the new modules' data and cope if them.

Edited June 1 by Lisias

Somewhat better English...



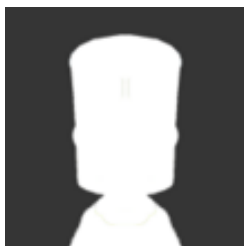
Quote Edit

Nigel J. Cardozo likes this

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

Nigel J. Cardozo

Sr. Spacecraft Engineer



Members

+ 124

393 posts

Location: I am probably living on Mars!!!

Posted June 1

Report post



On 6/1/2019 at 12:35 PM, Lisias said:



It depends. The robotics parts probably added new parameters that would need to be scaled, and since they are new, no one knows about them. So you could ending up scaling size and wright of a hinge, but not torque and then you can have a part without power to move it's own weight.

While some kind of risk is always there when we handle new things, I don't expect more problems than we had in the past on Infernal Robotics. We need to be careful to avoid injecting NaNs and INFs on the physics engine, but other than that it's a matter to learn the new modules data and cope if them.

Ok... I will see what happens. I Didn't play with breaking ground yet. So I will wait for a day to play it.



Quote



Nigel J. Cardozo

Sr. Spacecraft Engineer



Posted June 3

Report post

@Lisias

All Tweak does work with the new robotics!!!



Quote

You like this



Members

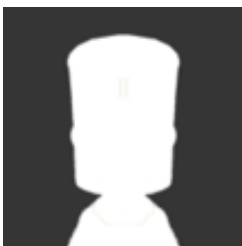
+ 124

393 posts

Location: I am probably living
on Mars!!!

GennPen

Newbie



Members

+ 1

2 posts

Posted June 5

Report post



Patch for new robotic parts (forces not scaled)

Put it in any .cfg file in
directory \GameData\TweakScale\patches\

```
@PART[rotor_01]
{
    %MODULE[TweakScale]
    {
        type = free
    }
}

@PART[rotor_02]
{
    %MODULE[TweakScale]
    {
        type = free
    }
}

@PART[rotor_03]
{
    %MODULE[TweakScale]
    {
        type = free
    }
}
```



Quote

You like this



Lisias

Posted June 5 (edited)

Report post



Boldly crashing what no Kerbal

has crashed before!



Members

+ 2,239

2,313 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

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LivingRoom ! MyChair



On 6/5/2019 at 1:46 PM, GennPen said:



Patch for new robotic parts (forces not scaled)

Thanks for the tip. Scaling forces will be somewhat tricky. These parts changes weight to reflect the torque of the electrical motors, and I want to understand how this works before publishing a canonical set of patches - I don't know how the KSP guts will behave by changing some things on parts. For example, I learnt that scaling up the Crew Capacity blows something on the GUI (but the part works! It's the GUI that borks) rendering the game unusable. From UbioWelding, I learnt that ModulePartVariants are safe to mangle - but they can ruin the visuals if not done right. 🤖 (I got some funny results).

Once I publish something, it's almost impossible to change mind without breaking savegames. So expect a lot of betas until this reaches the main distribution.

Edited June 5 by Lisias

Uh.. need more coffee! :D



Quote

Edit

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

viperwolf

Destroyologist



Members

+ 84

699 posts

Posted June 5

Report post



I would say a simple scale for the robotics would be good right now until the rest is figured out. They gave robotic parts but they are way to big for small rovers. As always thanks for the work.



Quote



Lisias

Boldly crashing what no Kerbal
has crashed before!



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SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

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Posted June 6

Report post



On 6/5/2019 at 11:31 PM, viperwolf said:



I would say a simple scale for the robotics would be good right now until the rest is figured out.

Agreed. I just don't wanna do it myself as I'm the Maintainer, and things I do it's expected to be canon - people expects that new releases do add features, no break them, mainly people from CKAN that do unattended updates.

I even only publish debug and testing releases on a Issue for them, and not on a release on Github exactly to prevent people thinking that the thing is good for use (already happened!).

What's made me remind, @GennPen, the patches can be anywhere on GameData if you add :NEEDS[TweakScale] after the PART. As a suggestion I add my personal patches on a folder called `GameData/ __LOCAL/<addon_name>` as this keep my changes from being deleted or overwritten by updates, and this weird naming scheme assures that by default these patches are applied by last. Also easy to make backups for you personal stuff.



Quote Edit

viperwolf and zer0Kerbal like this

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

viperwolf

Destroyologist



Members

+ 84

Posted June 8

Report post



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



Agreed. I just don't wanna do it myself as I'm the Maintainer, and things I do it's expected to be canon - people expects that new releases do add features, no break them, mainly people from CKAN that do unattended updates.

699 posts

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I understand and that is the unfortunate thing about modding, people can get way to expecting. Like their actually paying for the work. I donate, but no one is forced to. Modders need thick skin these days, no doubt, that is why I Donate to everyone I use modds from. I have a huge respect for everyone that modds big or small projects.



Quote

You like this



Lisias

Boldly crashing what no Kerbal has crashed before!



Members

+ 2,239

2,313 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

Posted June 8 (edited)

Report post



On 6/8/2019 at 12:34 AM, viperwolf said:



I understand and that is the unfortunate thing about modding, people can get way to expecting.

Unfortunate only when something borks. When the stunt works, everybody's happy. Including me. 🤖

Being paid or not, TweakScale is a service that affects thousands of users. I break something, my skin gets thicker and my ears, hotter. 🤖

And a lot of people, their games potentially ruined. Yeah, doing it for free waves any legal and financial responsibilities, but there's the moral one: what would be the point on investing my free time on something that ruin

people's games? It would be better to spend my time watching soap-operas. 🤖

I like to say that Open Source is like that Stone Soup history. In order to everybody get a nice soup, the more people contributing, the better. As long no dud SAS shoves bad tomatoes neither rotten onions on it! 🤖

You don't have to give your best ingredients, but it's not nice giving bad ones. You will eat the soup too!

Edited June 8 by Lisias

Kraken curse these freaking mobile autocompletes!



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

zer0Kerbal and kcs123 like this

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

zer0Kerbal

Junior Rocket Scientist



Members

+ 299

666 posts

Posted June 8

[Report post](#)



On 6/5/2019 at 1:46 PM, GennPen said:



Patch for new robotic parts (forces not scaled)

Put it in any .cfg file in
directory \GameData\TweakScale\patches\

thank you.



On 6/5/2019 at 11:31 PM, viperwolf said:



I would say a simple scale for the robotics would be good right now until the rest is figured out. They gave robotic parts but they are way to big for small rovers. As always thanks for the work.

thanks to [@GennPen](#), see below.



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



Agreed. I just don't wanna do it myself as I'm the

Maintainer, and things I do it's expected to be canon - people expects that new releases do add features, no break them, mainly people from CKAN that do unattended updates.

I even only publish debug and testing releases on a Issue for them, and not on a release on Github exactly to prevent people thinking that the thing is good for use (already happened!).

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agree - so let me take the heat. updated GennPen's patch and added the :NEEDS and made it small.

➤ **Reveal hidden contents**



Quote

You and GennPen 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

Nicky21

Spacecraft Engineer



Posted June 8

Report post

Is it just me or the revamped engines (liek the Spark or Terrier) are no longer scallable using tweakscale ? I saw nothing about this in known issues.



Quote



Members

+ 17

144 posts

Lisias

Boldly crashing what no Kerbal
has crashed before!



Members

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2,313 posts

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Milkway ! OrionArm !

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SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

Posted June 8 (edited)

Report post



On 6/8/2019 at 2:40 PM, Nicky21 said:



Is it just me or the revamped engines (liek the Spark
or Terrier) are no longer scallable using tweakscale ? I
saw nothing about this in known issues.

The Revamped engines were never supported, only the
original ones. The revamped are essentially 1.6 and 1.7
new parts with the same title name.

Support for 1.6 and 1.7 parts are being issued on the next
minor release to be issued somewhere between tonight
and tomorrow night - as I need to implement and test a
sanity check to prevent a new Toe Stomping Fest that is
happening on the field. 🤖

Related issues:

- <https://github.com/net-lisias-ksp/TweakScale/milestone/5?closed=1>
- <https://github.com/net-lisias-ksp/TweakScale/milestone/5>

Edited June 8 by Lisias

related issues



Quote

Edit

Nicky21 and zer0Kerbal like this

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

Lisias

Posted June 8 (edited)

Report post



Boldly crashing what no Kerbal
has crashed before!



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SolarSystem ! Earth ! America !

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ANNOUNCE

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

- This is an emergencial Release due a Show Stopper issue (see Issue #34 below) with some new features.
- Adding features:
 - [#7](#) Adding support for new Parts from KSP 1.5 and 1.6 (and Making History)! (**finally!**)
 - [#35](#) Checking for new Parts on KSP 1.7 (none found)
 - (Serenity is Work In Progress)
- Fixing bugs:
 - [#31](#) Preventing being ran over by other mods
 - [#34](#) New Sanity Check: duplicated properties

See [OP](#) for the links.

Warnings

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

Special procedures for recovering mangled installments once the TweakScale are installed (triggering the [MM](#) cache rebuilding) are possible, but **keep your savegames backed up**. And **DON'T SAVE** your crafts once you detect the problem. Reach me here for help.

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

As usual, this version still drops support in runtime for some problematic parts. Any savegame with such problematic parts scaled will have them "descaled". This is not a really big problem as your game was going to crash sooner or later anyway - but if you plan to return to such savegame later when TweakScale will fully support that parts again, it's better to backup your savegames!

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

— — — — —

This Release will be published using the following Schedule:

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

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

Edited June 10 by Lisias

Rescheduling the deployment.



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kcs123, zer0Kerbal and Drew Kerman like this

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

viperwolf

Destroyologist




Members

Posted June 8 (edited)

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As always, thank you for your work on this.

[@zer0Kerbal](#) Thank you, I will try that.

 84
699 posts

Edited June 8 by viperwolf



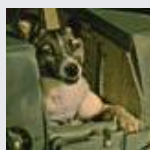
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