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[>= 1.4] TweakScale - Under Lisias' Management - 2.4.3.4 - 2019-0903

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

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★★★★★

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Tsani
Bottle Rocketeer
● ●

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Posted September 7   Report post   🔗

Failure is the mother of invention...

However it usually includes the invention of unmentionable words!

➕   **Quote**   You like this 👍 ✕

---

xD-FireStriker
Curious George
● ● ●
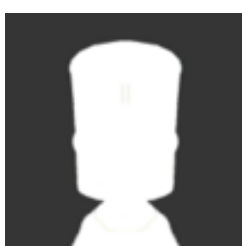
Posted September 8   Report post   🔗

Ok guess im here now.

Got the fatal error of doom, How do i fix it ASAP.
Is an older version going to work better.

Heres the log https://drive.google.com/open?

id=11WmnY3kAqkxDf1_Hevzfg-Sf-xu7aPD9

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Pedro H. P. Viana

Newbie

●

New Members

⊕ 1

1 post

Just updated Tweakscale and got that fatal error warning, it says i have 7 parts that are ready to screw up with my game at any moment.

KSP.log: https://drive.google.com/file/d/1w7kBnHjvTVVY7v9N9veGrVIop4pGQ9Iy/view?usp=sharing

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Lisias

Boldly crashing what no Kerbal has crashed before!

● ● ● ● ●

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> ⌄ On 9/8/2019 at 9:09 AM, xD-FireStriker said: ⇝
>
> Ok guess im here now.
>
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>
> Heres the log https://drive.google.com/open?id=11WmnY3kAqkxDf1_Hevzfg-Sf-xu7aPD9

Hi. Sorry the problems you are getting. However, I need the KSP.log. The output_log.txt does nothing for me, as I need the Module Manager logs on patching, and the output_log is Unity only.

> ⌄ On 9/8/2019 at 12:11 PM, Pedro H. P. Viana said: ⇝
>
> Just updated Tweakscale and got that fatal error warning, it says i have 7 parts that are ready to screw up with my game at any moment.

Got it. Let's hunt them down:

```
[LOG 11:20:53.313] [TweakScale]
ERROR: **FATAL** Part S2Structural
(Structural Fuselage S2) has a fatal
problem due having duplicated
properties - see issue [#34](
https://github.com/net-lisias-
ksp/TweakScale/issues/34 ).
[LOG 11:20:53.386] [TweakScale]
ERROR: **FATAL** Part
SXTInlineAirIntake (XM-600 1.25m Air
Intake) has a fatal problem due
having duplicated properties - see
issue [#34]( https://github.com/net-
lisias-ksp/TweakScale/issues/34 ).
[LOG 11:20:53.386] [TweakScale]
ERROR: **FATAL** Part SXTWingSmall
(Mk0B Small Modular Wing) has a fatal
problem due having duplicated
```

Six of them is an already detected and fixed issue. Update SXT to the latest, this will get rid of the 6 SXT related issues.

The S2Structural is on TMasterson5's - it is applying a patch twice, as we can see on the KSP.log (it's also an already known issue, by the way):

```
[LOG 11:18:36.002]
Config(@PART[S2Structural])
TMasterson5TweakscalePatches/Airplane
sPlusTweakscale/tweakscaleConfigPatch
/@PART[S2Structural]
[LOG 11:18:36.002]
Config(@PART[S2Structural])
TMasterson5TweakscalePatches/Airplane
sPlusTweakscale/tweakscaleConfigPatch
/@PART[S2Structural]
[LOG 2019-09-08 11:16:22.875]
Applying update
TMasterson5TweakscalePatches/Airplane
sPlusTweakscale/tweakscaleConfigPatch
/@PART[S2Structural] to
AirplanePlus/Parts/Structure and
Fuel/size2structural/part.cfg/PART
```

Fixing is simple, the fix was already published here and you can do it yourself. Ideally, TMasterson5 should fix the distribution files - I can't apple a pull request as I use to do as the thing is distributed on dropbox (or something) and there're no github or equivalent available for applying the fix.

Hit me here if you need more assistance!

Scale safe! 🐸

> ⌄ On 9/7/2019 at 8:45 PM, Tsani said: ↱
>
> Failure is the mother of invention...
>
> However it usually includes the invention of unmentionable words!

I learnt to curse in 3 different languages (besides my mother tongue), and I'l learning to curse in Kerbalish nowadays! 😆

It's surprisingly... satisfying. 😆

➕   Quote   Edit

Lisias

Boldly crashing what no Kerbal has crashed before!

● ● ● ● ●

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Posted September 8   Report post ⤢

> ⌄ **On 9/8/2019 at 9:09 AM, xD-FireStriker said:**   ↱
>
> Is an older version going to work better.

I missed that question, sorry.

The answer is **NO**. TweakScale is working fine, as it is doing from a long time now. What's happening is that TweakScale is now a Screaming Victim - it complains loudly on every single problem that could lead TweakScale to crash. Problems that happens due mistakes on patching.

Yeah, until recently some of these mistakes were happening on TweakScale patches too, but all of the known ones are fixed. Now we need to detect and fix everybody else's patching problems.

Older TweakScale will just die silently on the problems. Your game will eventually crash - but no one would warn you about.

Oh, I almost forgot!

ANNOUNCE.

[Release 2.4.3.4](#)

- Closing or reworking the following issues:\
  - [#30](#) Prevent incorrectly initialized Modules to be used
  - [#71](#) Check for typos on the _V2 parts from patches for Squad's revamped parts
    - Thanks to [Dizor](#). I'm still [laughing](#)! 🤢
- New hotfixes:
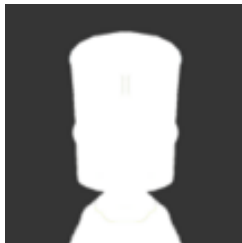 - Contares ([old](#) and [new](#)) breaking TweakScale.

Everybody borks. — Gregory Kerman ✕ ▾

Xt007
Rocketeer
● ●

Members
⊕ 9
25 posts

Posted September 8   Report post ⦉

Thought I'd post this here since I don't see a specific issue mentioned in the log.

[LOG 20:18:18.028] [TweakScale] WARNING: NULL ConfigNode for WarpPlugin/Parts/BeamedPower/Thermal/OversizeFoldingDishGold/SIGINT_End/KspieSIGINT.End (unholy characters on the name?). Trying partConfig instead!
[ERR 20:18:18.028] Cannot find config in file : KspieSIGINT

[LOG 20:18:18.028] [TweakScale] WARNING: NULL ConfigNode for WarpPlugin/Parts/BeamedPower/Thermal/OversizeFoldingDishGold/SIGINT_End/KspieSIGINT.End (unholy characters on the name?). Trying partConfig instead!
[ERR 20:18:18.028] Cannot find config in file : KspieSIGINT

[LOG 20:18:18.028] [TweakScale] WARNING: NULL ConfigNode for WarpPlugin/Parts/BeamedPower/Thermal/OversizeFoldingDishGold/SIGINT_End/KspieSIGINT.End (unholy characters on the name?). Trying partConfig instead!
[LOG 20:18:18.035] [TweakScale] ERROR: PrefabDryCostWriter: negative dryCost: part=kspiServiceModulSM500, DryCost=-0.0001525879
[LOG 20:18:18.037] [TweakScale] WARNING: NULL ConfigNode for WarpPlugin/Parts/Electrical/PlasmaJetMagnetoInertialReactor/Plasma JetMagnetoInertial/PlasmaJetMagnetoInertialReactor (unholy characters on the name?). Trying partConfig instead!
[LOG 20:18:18.037] [TweakScale] WARNING: NULL ConfigNode for WarpPlugin/Parts/Electrical/PlasmaJetMagnetoInertialReactor/Plasma

JetMagnetoInertial/PlasmaJetMagnetoInertialReactor (unholy characters on the name?). Trying partConfig instead!

[LOG 20:18:18.037] [TweakScale] WARNING: NULL ConfigNode for WarpPlugin/Parts/Electrical/PlasmaJetMagnetoInertialReactor/Plasma JetMagnetoInertial/PlasmaJetMagnetoInertialReactor (unholy characters on the name?). Trying partConfig instead!

+   Quote   You like this

Lisias

Boldly crashing what no Kerbal has crashed before!

● ● ● ● ●

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Posted September 8 (edited)   ~~Report post~~ ↗

> **On 9/8/2019 at 10:25 PM, Xt007 said:** ↪
>
> Thought I'd post this here since I don't see a specific issue mentioned in the log.
>
> [LOG 20:18:18.028] [TweakScale] WARNING: NULL ConfigNode for WarpPlugin/Parts/BeamedPower/Thermal/OversizeFoldingDishGold/SIGINT_End/KspieSIGINT.End (unholy characters on the name?). Trying partConfig instead!
> [ERR 20:18:18.028] Cannot find config in file : KspieSIGINT

TL;DR : Not really an issue, as the code has an workaround to the config data it needs. You can ignore it.

What happens is that TweakScale is, now, nosy and inspects everything searching for things that could break it. I call these Sanity Checks.

While coding the Sanity Checks, I got into a misbehaviour that at the time I could not explain: sometimes, I could not find the File Config on the PartLoader database - the thing returned a NULL instead of the ConfigNode. I still issue the warning because at least once I got a different data from the partConfig that I got from the PartLoader (long time ago, on a heavily modded KSP 1.4.3, I think), so I decided

to play safe.

However, there are more than one situation in which this happens, unfortunately.

One of them is essentially innocuous: there are an "unholy" character on the pathname (as a space). Recently I was told that escaping the pathname as an URL would fix the problem, but I could not find the time to check it yet, and since when this happens we can still rely on the partConfig to get the data, I'm dragging my feet on it for while (as I have a lot of problems to work on).

The other, and it came and go, is when TweakScale tries to inspect the database while other Add'On are adding/deleting parts on it. I have some evidences (but no concrete proof yet) that merely editing a value into a partConfig can cause the problem on a foreach loop. I workaround this by adding a 2 second moratory on the code that inspects parts while the sum of the parts on the PartLoader is not constant or an exception happens. This fixed at least the problem when Making History is present, as also some other Add'Ons (KAS and ScanSAT, IIRC, but there are others).

There's a third situation, that I'm currently working on, where this is happening again. It's still Work In Progress (see issue #31 on TweakScale's github), and I don't have a clue yet - I'm still trying to figure out the M.O. , but need to reproduce the problem on my machine and currently I have only logs from users, and my guesses to the moment were all wrong. I will eventually get to it, but as always, I need time to do the tests.

So these logs entries you quoted are there to be informative, and to hint me if something else needs my attention when a FATALity happens.

```
[LOG 20:18:18.035] [TweakScale] ERROR:
PrefabDryCostWriter: negative dryCost:
part=kspiServiceModulSM500,
DryCost=-0.0001525879
```

These ones are meant to Add'Ons author. It hints that something needs to be worked out on the cost of the part.

When you scale a part, you scale also the cost of the part - obviously. But the cost of a part has two components: the cost of the empty past (the Dry Cost) and the cost of the cargo (fuel, oxidizer, etc). What we have on the Part's Menu is the Total cost (Dry Cost + cargo cost).

In order to correctly scale the costs, TweakScale needs to compute the two components separately. It happens that, some times, the values on the part's config ends scaling to a negative DryCost - what's odd to say the least. But since until the moment nothing bad happens, TweakScale just prints the oddity and carry on.

Edited September 8 by Lisias
Hit "save" too soon.

+   Quote   Edit

Everybody borks. — Gregory Kerman ✕ ▾

---

theersink
Rocketry Enthusiast
● ● ●

Members
➕ 30
123 posts

Posted September 8   Report post ⤴

I have 4 fatal errors going on. Logs are here:

https://drive.google.com/open?id=1QUHKz5Fz1X1PjbEndmk6XtpZoSWjW2qt

Any help would be appreciated.

+   Quote   You like this   👍 ✕

Lisias

Posted September 8   Report post ⤴

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I have 4 fatal errors going on. Logs are here:

https://drive.google.com/open?id=1QUHKz5Fz1X1PjbEndmk6XtpZoSWjW2qt

Any help would be appreciated.

Unfortunately, this file is useless for me. I need the KSP.log in order to help you!

➕   Quote   Edit

Everybody borks. — Gregory Kerman ✕ ▾

---

xD-FireStriker

Curious George

●●●

Members

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189 posts

Posted September 8 (edited)

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I missed that question, sorry.

The answer is **NO**. TweakScale is working fine, as it is doing from a long time now. What's happening is that TweakScale is now a Screaming Victim - it complains loudly on every single problem that could lead TweakScale to crash. Problems that happens due mistakes on patching.

Yeah, until recently some of these mistakes were happening on TweakScale patches too, but all of the known ones are fixed. Now we need to detect and fix everybody else's patching problems.

Older TweakScale will just die silently on the problems. Your game will eventually crash - but no one would warn you about.

Oh, I almost forgot!

ANNOUNCE.

Release 2.4.3.4

- Closing or reworking the following issues:\
    - [#30](#) Prevent incorrectly initialized Modules to be used
    - [#71](#) Check for typos on the _V2 parts from patches for Squad's revamped parts
        - Thanks to [Dizor](#). I'm still [laughing](#)! 🤮
- New hotfixes:
    - Contares ([old](#) and [new](#)) breaking TweakScale.

I will reinstall tweakScale when I get home and load it up, see if this works if not where do I find the KSP log file.

i was using the TMasterson5 files but even after removing them I still had issues
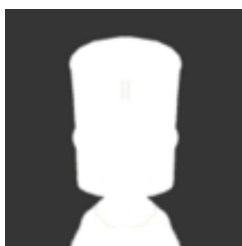
Edited September 9 by xD-FireStriker

➕   Quote   You like this   👍 ✕

---

theersink

Rocketry Enthusiast

●●●

Members

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123 posts

> ⌄ **On 9/8/2019 at 11:35 PM, Lisias said:**   ⤶
>
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My apologies here is the KSP log. Not sure which is causing the issue Tweakscale or All Tweak, If I remove one or the other the fatal error goes away.

https://drive.google.com/open?id=1zaevd-mSWH64XQj_sbybX6o4i0BAH3NL

Lisias

Boldly crashing what no Kerbal has crashed before!

●●●●●

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Posted September 9 (edited)   Report post ↗

> **On 9/8/2019 at 11:59 PM, xD-FireStriker said:**
>
> I was using the TMasterson5 files but even after removing them I still had issues

I need the KSP.log to check it. It's on the same place where the .EXE is . Click the icon you use to launch KSP with the right click, select "locate the original" or something (long time since I used windows!). The KSP.log should be visible there together the .EXE

> **On 9/9/2019 at 12:04 AM, theersink said:**
>
> My apologies here is the KSP log. Not sure which is causing the issue Tweakscale or All Tweak, If I remove one or the other the fatal error goes away.

That simplify things. 🐸

Removing TweakScale "prevents" the crime by eliminating the victim from the crime scene. It works 🐸 if you don't mind not using TweakScale.

All Tweak patch is well behaving. It only adds the patch when **no other one** had patched it first. So we can conclude, with a very reasonable degree of confidence, that there're someone else borking on this one.

Well, let's check the victims:

```
[LOG 22:02:24.429] [TweakScale]
ERROR: **FATAL** Part kv1Pod (KV-1
'Onion' Reentry Module) has a fatal
problem due having duplicated
properties - see issue [#34](
https://github.com/net-lisias-
ksp/TweakScale/issues/34 ).
[LOG 22:02:24.430] [TweakScale]
ERROR: **FATAL** Part kv2Pod (KV-2
'Pea' Reentry Module) has a fatal
problem due having duplicated
properties - see issue [#34](
https://github.com/net-lisias-
ksp/TweakScale/issues/34 ).
[LOG 22:02:24.430] [TweakScale]
ERROR: **FATAL** Part kv3Pod (KV-3
'Pomegranate' Reentry Module) has a
fatal problem due having duplicated
```

3 issues affecting MH's Reentry modules, and one affecting the HeatShield1p5 . Sounds easy but… Dude, what a installment you have! There're 36 different patches being applied to the Onion Reentry Module! 😬

Well, there're "only" 12 on the heat shield, let's try it first:

```
[LOG 21:50:42.991] Applying update
BuoyancyControl/BuoyancyControl/@PART
[*] to
SquadExpansion/MakingHistory/Parts/Th
ermal/HeatShield1p5.cfg/PART[HeatShie
ld1p5]
[LOG 21:50:45.602] Applying update
CollisionFXUpdated/ModuleManager_Coll
isionFX/@PART[*]:HAS[!MODULE[ModuleWh
eelBase],!MODULE[KSPWheelBase],!MODUL
E[KerbalEVA],!MODULE[CollisionFX],!MO
DULE[FSwheel],!MODULE[FSwheelAlignmen
t],!MODULE[BDAdjustableLandingGear],!
MODULE[TTModularWheel],!MODULE[Repuls
or],!MODULE[ModuleTrack],!MODULE[Trac
kWheel],!MODULE[KFModuleWheel],!MODUL
E[KFWheel],!MODULE[KFTrackSurface]]
```

And from that, we have a "Winner"! 🐸
 TweakscaleMakingHistoryConfigs is [an illustrious unknown](#) already: I don't have a clue about what/who/where this thing are/came, but every time it's mentioned on the KSP.log, it is the perpetrator. Bluntly delete `GameData/TweakscaleMakingHistoryConfig`
`s` and everything will be fine. 🐸

Scale Safe! 🐸

Edited September 9 by Lisias
brute force merge

+   Quote   Edit   theersink likes this

Everybody borks. — Gregory Kerman ✕ ▾

---

theersink
Rocketry Enthusiast
● ● ●

Members
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123 posts

Posted September 9   Report post ⌔

> On 9/9/2019 at 12:07 AM, Lisias said: ↪
>
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>
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>
> Well, let's check the victims:

```
[LOG 22:02:24.429] [TweakScale]
ERROR: **FATAL** Part kv1Pod (KV-
1 'Onion' Reentry Module) has a
fatal problem due having
duplicated properties - see issue
[#34]( https://github.com/net-
lisias-ksp/TweakScale/issues/34
).
[LOG 22:02:24.430] [TweakScale]
ERROR: **FATAL** Part kv2Pod (KV-
2 'Pea' Reentry Module) has a
fatal problem due having
duplicated properties - see issue
[#34]( https://github.com/net-
lisias-ksp/TweakScale/issues/34
).
[LOG 22:02:24.430] [TweakScale]
FDDOD. **FATAL** Dart kv2Dod (KV
```

3 issues affecting MH's Reentry modules, and one affecting the HeatShield1p5 . Sounds easy but… Dude, what a installment you have! There're 36 different patches being applied to the Onion Reentry Module! 🤬

Well, there're "only" 12 on the heat shield, let's try it first:

```
[LOG 21:50:42.991] Applying
update
BuoyancyControl/BuoyancyControl/@
PART[*] to
SquadExpansion/MakingHistory/Part
s/Thermal/HeatShield1p5.cfg/PART[
HeatShield1p5]
[LOG 21:50:45.602] Applying
update
CollisionFXUpdated/ModuleManager_
CollisionFX/@PART[*]:HAS[!MODULE[
ModuleWheelBase],!MODULE[KSPWheel
Base],!MODULE[KerbalEVA],!MODULE[
CollisionFX],!MODULE[FSwheel],!MO
DULE[FSwheelAlignment],!MODULE[BD
AdjustableLandingGear],!MODULE[TT
ModularWheel],!MODULE[Repulsor],!
```

And from that, we have a "Winner"! 🐸
TweakscaleMakingHistoryConfigs is an illustrious unknown already: I don't have a clue about what/who/where this thing are/came, but every time it's mentioned on the KSP.log, it is the perpetrator. Bluntly delete `GameData/TweakscaleMakingHistoryConfigs` and everything will be fine. 🐸

Scale Safe! 🐸

Ahh I thought that might have been the one. Thanks for the quick reply. That took care of it.

\+   Quote   You like this

---

xD-FireStriker

Curious George

● ● ●

Posted September 9   Report post

> On 9/9/2019 at 12:07 AM, Lisias said:
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something (long time since I used windows!). The KSP.log should be visible there together the .EXE

Ok thanks im still at uni, when i get home i will reinstall tweak scale and if it throws the same issue i will fling the ksp log your way.
Is TMasterson5 out of date by anychance? I want to resize airplane plus parts

---

Lisias

Boldly crashing what no Kerbal has crashed before!

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Posted September 9

> On 9/9/2019 at 12:39 AM, xD-FireStriker said:
>
> Is TMasterson5 out of date by anychance? I want to resize airplane plus parts

Yep. It surely needs some [maintenance](#).

A fellow Kerbonaut also suggested some fixes on [Tmasterson5's thread](#).

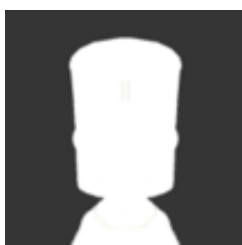It's doable, besides being some serious work.

+   Quote   Edit

Everybody borks. — Gregory Kerman✕ ▾

---

xD-FireStriker

Curious George

● ● ●

Members

⊕ 16

189 posts

Posted September 9 (edited)

> On 9/8/2019 at 4:25 PM, Lisias said:
>
> Hi. Sorry the problems you are getting. However, I need the KSP.log. The output_log.txt does nothing for me, as I need the Module Manager logs on patching, and the output_log is Unity only.

Meres the KSP Log https://drive.google.com/open?id=1v0lnw8nqRetB7Nt442VgHRPxNdTRq1gz

2 Fatal Errors, I think one is BD Armory and the other one is Airplane Plus, TMasterson5 patches are installed.

>
> Yep. It surely needs some maintenance.
>
> A fellow Kerbonaut also suggested some fixes on Tmasterson5's thread.
>
> It's doable, besides being some serious work.

Looking at that link, i have removed the lines that are causing the issue is this all that needs to be done to fix that patch?

https://imgur.com/a/T5RuoUY

Im about to save it and load ksp again to see if that fixes somthing. BRB in 10min

Edited September 9 by xD-FireStriker

+   Quote   You like this

---

xD-FireStriker
Curious George
●●●

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Ok that fixed one, here the new Logs.
KSP.log: https://drive.google.com/open?id=1KUJDqGkD4Nv8zoC_4_PqDZgn4CgYJxPK
Output_Log: https://drive.google.com/open?id=1jJU4I6LS0kMiDfk3kRLe_GkCTjeiQz3K

I might look at fixing up the patches in my spare time @Lisias whats the correct/preferred method of writing the patches.

+   Quote   You like this

TK421d

DadJoke Writer

● ● ●

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its all the stock parts with decouplers or separators that are triggering the fatal error for me.

the weirdest thing is, nothing about my install changed from the last time I played, and did not update untill AFTER the first time i loaded and saw the fatal error message??? how???

➕   Quote   You like this   👍 ✕

Lisias

Boldly crashing what no Kerbal has crashed before!

● ● ● ● ●

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Report post ⌁

> On 9/9/2019 at 6:24 AM, xD-FireStriker said:
>
> Meres the KSP Log https://drive.google.com/open?id=1v0lnw8nqRetB7Nt442VgHRPxNdTRq1gz
>
> 2 Fatal Errors, I think one is BD Armory and the other one is Airplane Plus, TMasterson5 patches are installed.

Got it:

```
[LOG 19:16:46.475] [TweakScale] ERROR:
**FATAL** Part S2Structural (Structural
Fuselage S2) has a fatal problem due
having duplicated properties - see
issue [#34]( https://github.com/net-
lisias-ksp/TweakScale/issues/34 ).
[LOG 19:16:46.480] [TweakScale] ERROR:
**FATAL** Part awacsRadar (AWACS
Detection Radar) has a fatal problem
due having duplicated properties - see
issue [#34]( https://github.com/net-
lisias-ksp/TweakScale/issues/34 ).
```

The S2Structural is on TMasteron5, and you already had it fixed by now. Interesting, the awacsRadar is too!

```
[LOG 19:07:52.716] Applying update
BDArmory/MMPatches/000000_HitpointMod
ule/@PART[*] to
BDArmory/Parts/awacsRadar/awacsRadar.
cfg/PART[awacsRadar]
[LOG 19:07:53.898] Applying update
BDArmory/MMPatches/BDA_TweakScale/@PA
RT[awacsRadar] to
BDArmory/Parts/awacsRadar/awacsRadar.
cfg/PART[awacsRadar]
[LOG 19:08:06.427] Applying update
TMasterson5TweakscalePatches/BDArmory
Tweakscale/tweakscaleConfigPatch/@PAR
T[awacsRadar] to
BDArmory/Parts/awacsRadar/awacsRadar.
cfg/PART[awacsRadar]
[LOG 19:09:01.741] Applying update
```

I think (information subject to confirmation) that
awacsRadar is a BDArmory part, and so they are the one
whose patch is canonical. But due the age of the
TMasterson5 patches, I think that this happened after
TMasterson5 built his patches. In a way or another, my
recomendation is to locate the offending patch on
TMasterson5 and delete it.

>
> Ok that fixed one, here the new Logs.
> KSP.log: https://drive.google.com/open?
> id=1KUJDqGkD4Nv8zoC_4_PqDZgn4CgYJxPK
> Output_Log: https://drive.google.com/open?
> id=1jJU4I6LS0kMiDfk3kRLe_GkCTjeiQz3K

Yep, these last one is just awacsRadar again.

>
> its all the stock parts with decouplers or separators
> that are triggering the fatal error for me.
>
> the weirdest thing is, nothing about my install

changed from the last time I played, and did not
update untill AFTER the first time i loaded and saw
the fatal error message???   how???

Without the (full) KSP.log, I don't have how to know. 🤢
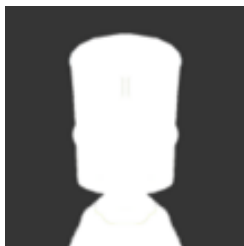 Publish the full KSP.log somewhere and let me give a
peek!

| + | Quote | Edit |

xD-FireStriker
Curious George
●●●

Members
⊕ 16
189 posts

Posted September 9   Report post ⤴

> On 9/9/2019 at 5:21 PM, Lisias said: ⤴
>
> I think (information subject to confirmation) that
> awacsRadar is a BDArmory part, and so they are the
> one whose patch is canonical. But due the age of the
> TMasterson5 patches, I think that this happened after
> TMasterson5 built his patches. In a way or another,
> my recomendation is to locate the offending patch on
> TMasterson5 and delete it.
>
> > On 9/9/2019 at 6:55 AM, xD-FireStriker said: ⤴
> >
> > Ok that fixed one, here the new Logs.
> > KSP.log: https://drive.google.com/open?
> > id=1KUJDqGkD4Nv8zoC_4_PqDZgn4CgYJxPK
> > Output_Log: https://drive.google.com/open?
> > id=1jJU4I6LS0kMiDfk3kRLe_GkCTjeiQz3K
>
> Yep, these last one is just awacsRadar again.

I did that but it gave me another error, one sec will be back
with another log in 10 min

| + | Quote | You like this 👍 ✕

Lisias

Boldly crashing what no Kerbal has crashed before!

●●●●●

Posted September 10

Report post ⤴

> On 9/9/2019 at 6:55 AM, xD-FireStriker said:
>
> I might look at fixing up the patches in my spare time @Lisias whats the correct/preferred method of writing the patches.

It's hard to tell the correct/preferred on a somewhat *ad-hoc* organization as the KSP Add'On Scene. But I can tell you what I think is the better way to write a patch. At least, for now - someone else can have a better idea later, and I don't have any love for any of my convictions, I throw them alway in the exact instant I'm convinced that something else is better. 🐸

I`m writing a small tutorial as time allows, the link is:

http://ksp.lisias.net/blogs/tech-support/TweakScale/How-to-write-a-patch

Fell free to clear your doubts here. That document will be improved as time goes by.

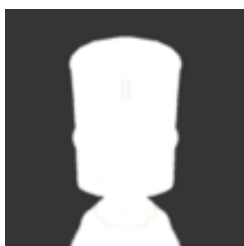➕   Quote   Edit   zer0Kerbal likes this

Everybody borks. — Gregory Kerman ✕ ▾

xD-FireStriker

Curious George

●●●

Posted September 10 (edited)

Report post ⤴

@Lisias got two warnings, 15 parts failed the sanity and 3 failed being checked. Log incoming

Heres the KSP.log: https://drive.google.com/open?id=17YQAOWAHNb9n9vG2u9Py77CH91pp2s6c

doubt you will need the unity log to figure that out but give me a shout if you need it

Edited September 10 by xD-FireStriker

Added Log File

+ Quote

Lisias

Boldly crashing what no Kerbal has crashed before!

●●●●●

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

Posted September 10 (edited)   Report post

> **On 9/10/2019 at 12:43 AM, xD-FireStriker said:**
>
> @Lisias got two warnings, 15 parts failed the sanity and 3 failed being checked. Log incoming
>
> Heres the KSP.log: https://drive.google.com/open?id=17YQAOWAHNb9n9vG2u9Py77CH91pp2s6c

The 15 Sanity Checks means that 15 parts have known problems that I didn't had time to solve yet, so TweakScale will not scale them. There's nothing to be done, except wait while I code the proper support (on the road map, this work will be done on the 2.4.4.x series!). That parts are safe to be used (you just can't scale them).

In your installment, they are:

```
[LOG 13:35:03.816] [TweakScale]
ERROR: Part landingskid (Anti-Roll
Landing Skids) didn't passed the
sanity check due using FSbuoyancy
module - see issue [#9](
https://github.com/net-lisias-
ksp/TweakScale/issues/9 ).
[LOG 13:35:04.159] [TweakScale]
ERROR: Part EnginePlate1p5 (EP-18
Engine Plate) didn't passed the
sanity check due having a
ModulePartVariants with Mass - see
issue [#13]( https://github.com/net-
lisias-ksp/TweakScale/issues/13 ).
[LOG 13:35:04.160] [TweakScale]
ERROR: Part EnginePlate2 (EP-25
Engine Plate) didn't passed the
```

That 3 failed checks, however, it's something that is haunting me for some months already. Sometimes, something happens somewhere 🤢 on KSP that renders some parts unaccessible for being inspected. This is not necessarily a problem, the part can be ok. The problem is that I don't know if the part is ok, so I issue this Warning to encourage users to report these parts so I can try to figure out what's happening.

On your installment, these are:

```
[LOG 13:35:03.912] [TweakScale]
ERROR: part=wheelReg (TR-1L 25"
Ruggedized Vehicular Wheel) Exception
on Sanity Checks:
System.NullReferenceException: Object
reference not set to an instance of
an object
[LOG 13:35:03.912] [TweakScale]
ERROR: part=wheelReg2 (TR-1L 22.5"
Ruggedized Vehicular Wheel) Exception
on Sanity Checks:
System.NullReferenceException: Object
reference not set to an instance of
an object
[LOG 13:35:03.913] [TweakScale]
ERROR: part=wheelReg3 (TR-1L 25"
Ruggedized Heavy Duty Wheel)
```

I registered your LOG on my records regarding this problem. Can you send me your ModuleManager.ConfigCache file? I can eye ball the thing in order to make sure things are fine, and also use the data to try to figure out what's happening.

Edited September 10 by Lisias
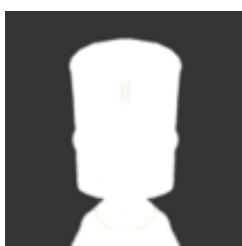
Hit "save" too soon.

+   Quote   Edit

Everybody borks. — Gregory Kerman✕ ▾

---

xD-FireStriker

Curious George

● ● ●

Members

➕ 16

189 posts

Posted September 10   Report post ⤝

> On 9/10/2019 at 2:46 AM, Lisias said:
>
> Can you send me your ModuleManager.ConfigCache file? I can eye ball the thing in order to make sure things are fine, and also use the data to try to figure out what's happening.

Where do i find that?

Quote

Lisias

Boldly crashing what no Kerbal has crashed before!
●●●●●

Members

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2,425 posts

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

Posted September 10

> On 9/10/2019 at 3:46 AM, xD-FireStriker said:
>
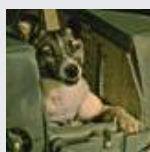> Where do i find that?

<KSP_ROOT>/GameData/ModuleManager.ConfigCache

Quote   Edit

Everybody borks. — Gregory Kerman✕ ▾

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