KERBAL
SPACE PROGRAM

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Lisias ▾

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

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

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Box of Stardust
KSC Window Washer
●●●●

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Posted Friday at 11:23 AM

Report post ⤶

So these corruption issues, is this only on the current version of Tweakscale? Are previous versions "safer" and won't corrupt files?

⊞   Quote   👍

AIR SUPERIORITY
COMPETITION UNLIMITED Near-
unrestricted BDA dogfighting, rolling admission and
leaderboard!

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

Posted Friday at 11:52 AM (edited)

Report post ⤶

On 8/30/2019 at 11:23 AM, Box of Stardust said:

> So these corruption issues, is this only on the current version of Tweakscale? Are previous versions "safer" and won't corrupt files?

It was never a TweakScale issue. Not in the past, not nowadays.

What happens is that TweakScale is the most used Add'On borking due the bad patching, so now TweakScale is complaining about.

It's a third parties Add'Ons problem, and this Is happening for years already. [With or without TweakScale installed](#).

— post edit —

The **safer** TweakScale release is always the latest one. As new problems are identified, they are detected and mitigated.

Edited Friday at 12:49 PM by Lisias
Kraken damned Autocorrectors — post edit

| + | Quote   Edit | Box of Stardust likes 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
●●●●●

Posted Saturday at 06:51 PM   Report post ⤴

@Lisias

Something very strange is happening.

I'm setting up a new install and am getting lots of errors from Tweakscale during the game startup. I've put the first batch of errors into the spoiler below, full log in the link

> ⌄ **Quote**

```
[TweakScale] ERROR: Exception on
ASET.PRC.Bumper.prefab.Modules.Co
ntains:
System.NullReferenceException:
Object reference not set to an
instance of an object
  at PartModuleList.Contains
(Int32 classID) [0x00000] in
<filename unknown>:0
  at PartModuleList.Contains
(System.String className)
[0x00000] in <filename unknown>:0
  at
TweakScale.PrefabDryCostWriter+
<WriteDryCost>d__3.MoveNext ()
[0x00000] in <filename unknown>:0
```

https://www.dropbox.com/s/awmh42i8xl1cluo/TSErrors.zip?dl=0

Let me know if you need anything else from me

| + | Quote | | You like this | |

Lisias

Boldly crashing what no Kerbal has crashed before!

●●●●●

Posted Saturday at 08:11 PM (edited)   Report post

> On 8/31/2019 at 6:51 PM, linuxgurugamer said:
>
> @Lisias

Something very strange is happening.

I'm setting up a new install and am getting lots of errors from Tweakscale during the game startup. I've put the first batch of errors into the spoiler below, full log in the link

https://www.dropbox.com/s/awmh42i8xl1cluo/TSErrors.zip?dl=0

Let me know if you need anything else from me

UUUgh. Apparently Toe Stomping Fest. I have a hunch about the reason, but I need the full KSP.log in order to diagnose it.

— post edit --

Your TSError.zip only have the output_log.txt, with little to no information about patches and other KSP stuff I need to check in order to confirm my hypothesis. 🧟
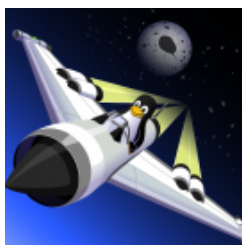
Edited Saturday at 08:41 PM by Lisias
post edit

+   Quote   Edit

Unholy interactions between modules is what Krakens ✕ ▾

*feed on... — **Lisias***

---

linuxgurugamer

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

●●●●●

Posted Saturday at 10:04 PM (edited)   Report post   ⋖

> On 8/31/2019 at 8:11 PM, Lisias said:
>
> UUUgh. Apparently Toe Stomping Fest. I have a hunch about the reason, but I need the full KSP.log in order to diagnose it.
>
> — post edit --
>
> Your TSError.zip only have the output_log.txt, with little to no information about patches and other KSP stuff I need to check in order to confirm my hypothesis. 🧟

Here you go: https://www.dropbox.com/s/ands1b9tjbdldxd/TSError Logs-2ndSet.zip?dl=0

I included all my local patches, let me know if there is anything else you need

Edit: at 6:10 PM, I added all the MM files to the zip, if they aren't in it, redownload it

Edited Saturday at 10:10 PM by linuxgurugamer

| + | Quote | You 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

⊕ **2,239**

2,313 posts

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

Posted Saturday at 11:12 PM

> On 8/31/2019 at 10:04 PM, linuxgurugamer said: ↱
>
> Here you go: https://www.dropbox.com/s/ands1b9tjbdldxd/TS ErrorLogs-2ndSet.zip?dl=0
>
> I included all my local patches, let me know if there is anything else you need
>
> Edit: at 6:10 PM, I added all the MM files to the zip, if they aren't in it, redownload it

Got it. And yeah. It's indeed what I was fearing - I reopened Issue #31 due your report.

I will need your help while cooking the workaround, as replicating this problem on my machine can be more work than I have time to. Do you mind moving the conversation to the Issue? A lot of files and logs will be exchanged and

Github is way better for this task!

+ Quote   Edit

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 Saturday at 11:14 PM   Report post ◁

> ⌄   **On 8/31/2019 at 11:12 PM, Lisias said:**   ↪
>
> Got it. And yeah. It's indeed what I was fearing -
> I reopened Issue #31 due your report.
>
> I will need your help while cooking the workaround, as
> replicating this problem on my machine can be more
> work than I have time to. Do you mind moving the
> conversation to the Issue? A lot of files and logs will
> be exchanged and Github is way better for this task!

Will do

+ Quote   You 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!

● ● ● ● ●

Posted Saturday at 11:22 PM   Report post ◁

> ⌄   **On 8/28/2019 at 11:59 PM, Tsani said:**   ↪
>
> @Lisias Hmm. Ok. Will yank it out and keep an eye
> on this thread. Thanks.

@Tsani, I didn't managed to reproduce all the problems I
detected on your LOG. That HotFixes for the Fuel Switches

appears to be not necessary, I'm presuming that newer versions for the Add'Ons had fixed the root cause.

But I detected a glitch on the Contares HotFix, I forgot a part (or perhaps a new one was issued on the latest release and caught on my machine), so please update the HotFix on your installment this version of the file (remember to click "Raw").

Cheers!

| + | Quote | Edit |

*Unholy interactions between modules is what Krakens✕ ▾
feed on… — Lisias*

Lisias

Posted Saturday at 11:43 PM (edited)   Report post ⌣

Recently, I explained about Overrules and HotFixes. Today I want to explain exactly what are the problems that were affecting TweakScale in the past (or still are), and that ended up motivating the Warnings, Alerts, Overrules and Patches. 🐸

Mass

Zero mass is evil. Negative mass too. And these affect every part that has mass, i.e., everything and the kitchen's sink. Including the Modules.

And this is not exclusive for TweakScale, every single Add'On that mangles with the mass are prone to this glitch (as Fuel Switches).

This is not a problem, but a fact: we can't have parts with negative or zero mass. So we must be careful to avoid such situations (at least, by accident), or we end up injecting divisions by zero into the Physics Engine. And divisions by zero are bad, really bad. It injects NaNs on everything, and the games goes crazy. Really crazy.

Negative mass inverts the forces on that part - specially thrust. This is the reason some crafts get "stuck" in the launchpad . You apply the thrust on a part, this part

"pushes" the next, but that next part has negative mass and the force vector is negated and then it pushes back the first part. If we are talking a heavy fuel tank, that pushing back is enough to over stress everything and so things goes to space in the most unpleasant and undesirable way. Zero mass zero the forces, so the part became unmovable. Same thing.

Since TweakScale, when scaling a part, obviously scales the mass, TweakScale is the preferential victim of the problems I will describe below. But make no mistake, TweakScale can be the preferential victim, but it's not the only one.

Gravity appears to be affected too, as the statics around the launch pad start to explode by itself if you leave the craft lingering time enough on the launchpad - even with engines off.

Related issues:

- https://github.com/pellinor0/TweakScale/issues/83

Every single problem below can, eventually, end up with Zero or Negative mass. And that's the reason I need to tackle down them before doing any further development. So, in a nutshell: don't blame the Screaming Victim. 🧟

Usupported Parts

New parts, new code. This is on me. Real Life and that pesky Toe Stomping Fests I will describe below prevented me to carry on these tasks, so I decided to withdraw, in runtime, TweakScale from that parts to prevent breakage.

- Any part (stock or not) that has ModuleVarianPart with mass. Issue #13.
  - Well, scaling parts with Variant is working - except for mass. The (clever) algorithm that applies the exponents to the datuns doesn`t knows (yet) about ModulePartPariant that have mass. And so, applies the exponent only on the root part and ignore the Variant.

- It happens that on some parts, the root mass is negative or zero, and the mass on the selected Variant is applied to it to get the final mass of the part. Well, if I scale the negative mass enough, the Variant mass would no be enough to make the total mass above zero (or can make it equals zero).
  - Any part with B9PartSwitch **and** Modular Fuel Tanks. Issues [#54](#) and [#56](#).
    - Patching a part with more than one fuel switch is bad enough.
    - Instead of play cat-and-mouse with problems with Fuel Switches, is more sensible to do not patch a part with more than one Fuel Switch! 😵
  - Any part with FSBuoyancy. Issue [#9](#).
    - Don't have a clue yet about what's happening.

These are things that I want to solve, but not before getting patches right. It's nuts to fight a two front war. The present iteration, TweakScale 2.4.3.x , is finishing with that patch problems. The next iteration, 2.4.4.x will have these (and more, as Serenity) parts supported.

Rogue Patching

This is, easy, the worst problem at the moment. And **this is not on me**, as TweakScale depends of correctly written patches in order to correctly do its job.

Rogue patching happens when one or more patches apply the same (or slightly different) patch on the same part by accident; by something that changed somewhere, sometime; or by plain disregarding anything else. I'm pretty sure these patches worked fine on that time on the developer's machine - but we need to have these patches working fine now and on the users' machine, otherwise things may go *kaput*.

Of course some of the default TweakScale patches were also defective. The detected ones are already fixed, and besides I had eye balling all of them by now, some of the default patches relates to Add'Ons I don't find for downloading anymore. So, yeah, these will be deprecated

on the 2.4.4.0 release, but they will be available on the Extras folder on the distribution ZIP - just in case.

These patches renders any Add'On using bad or unintended rules for doing the job. Worse, since rogue patching usually is unintended, it's not controlled and so you can have the GameDatabase mangled into a bad configuration without notice, and once you load Crafts and Savegames using that ruined GameDatabase, you have corrupted Crafts and Savegames in your installment. The really nasty side effect of this is that, sometimes, by fixing the GameDatabase you ruin your Savegames that became "addicted" to the ruined one.

Besides affecting any Add'On, TweakScale by its nature and popularity ends up being the most usual Screaming Victim of these rogue patches -TweakScale need correct rules in order to scale things, including mass - and as I explained above, making errors on handling the mass of a part is ruinous.

Of course, not every rogue patching ends in disaster. Some of them are just annoyances. But it's easier (and more feasible) to detect any rogue patching and fix them, than to try to workaround in code every single possibility of bad patching in order to overcome the effects - not to mention that this would be a fool's errand, as it's not possible to automatically guess the right patching with accuracy except on the most simple mistakes.

The following issues are related to this problem:

- Issue #12.
- Issue #15.
- Issue #20.
- Issue #24.
- Issue #30.
- Issue #34.
- Issue #45.
- Issue #49.
- Issue #56.
- Issue #58.
- Issue #60.
- Issue #62.
- Issue #63.
- Issue #67.

- Issue [#70](#).

And the list is growing. 🧟

Please note that not a single one of that issues is related to the TweakScale (the Module). None of this is TweakScale's fault, but it happens that since TweakScale is injected on every Add'On on an installment, and are somewhat popular, TweakScale has a **huge** exposition to the problem, and so, it's the most usual Screaming Victim of these problems. And, boy, TweakScale **is** screaming nowadays. 🧟

Unholy Interations Between Modules

This one, thanks Krakens, are not that usual nowadays. 🧟 But when it happens… 🧟

> ▶ **Reveal hidden contents**

What happens is that some Modules, besides working fine by themselves, now and then borks (or make bork) with a second Add'On. The most interesting case is about a Fuel Switch that, when have his toes stomped by a second Fuel Switch, injects Zero Mass into TweakScale computing. This one was somewhat… **_interesting…_** to isolate and detect - besides being simple to workaround. 🧟

However, not always these problems are due mistakes or flaws. One very hard to get rid nowadays is this one: some Add'Ons (TweakScale between them) uses the Main Menu scene to trigger a lot of initialization procedures, what nowadays happens concurrently (since 1.4.0, I think).

Some of them (including TweakScale) needs to read the GameDatabase. But others (including TweakScale) needs to write something into the GameDatabase. And when you have more than one Add'On writing into the GameDatabase at the same time and without controlling the concurrency, we have a Toe Stomping Fest. By some reason (and I don't know if the one that can explain this is Squad or Unity), when an Add'On overwrites something into the GameDatabase, any other guy trying to read that same data at the same time gets an NRE.

It's a wild, wide guess, but I think that when you iterate over the GameDatabase, you iterate over a copy of pointers to the data structures. And when someone writes a new version of a data structure, the old version is deallocated and any previous copy of that collection of pointers now have some invalid pointers - and we bork relentlessly on a Null Reference Exception while trying to read that pointer.

In a way or another, I managed to mitigate the problem by delaying my turn on the GameDatabase using some heuristics that I managed to make to work most of the time, but not always. Again, this is a fool's errand : every single time a new Add'On decides it needs to configure something on the GameDatabase when the game starts, it's risking stomping the TweakScale's toes. To tell you the true, I think that TweakScale must not be the only one being stomped, but anyway - TweakScale **need** to be the last one to check the GameDatabase in order to detect any problems and to setup some needed data **before the user loads a savegame** - since TweakScale fixes things on the GameDatabase, these fixes need to be applied before any savegame is loaded!

Related issues:

- Issue [#2](#).
- Issue [#15](#).
- Issue [#31](#).
- Issue [#36](#).
- Issue [#37](#).

In a nutshell - if the Add'On has this decorator `[KSPAddon(KSPAddon.Startup.MainMenu, <a_boolean_value>)]` on a MonoBehaviour and access the GameDabase on its event handlers, this dude is a serious candidate to be a victim, a perpetuator or both on this problem. 😖

Again, I want to stress that this is not exactly TweakScale's fault. And it's not a third part Add'On's fault neither - every single one of them work fine by themselves. But yet we need some way to manage the access to the GameDatabase in order to prevent this Toe Stomping Fest, and this is not something that any Add'On Author can do by him/herself - we depend on each other on this.

This is the reason I proposed a new feature on Module Manager, by the way:

https://forum.kerbalspaceprogram.com/index.php?/topic/50533-140-17x-module-manager-403-august-9th-2019-right-to-ludicrous-speed/page/260/&tab=comments#comment-3611228

Conclusions

We, as a Community, have some work to do. In the mean time, I'm writing workarounds. 🐸

Edited Sunday at 02:35 AM by Lisias

somewhat less entertaining grammars. :P

| **+** | Quote | Edit |

N3N, Rafael acevedo and MaxwellsDemon like this

Unholy interactions between modules is what Krakens ✕ ▾

feed on… — Lisias

N3N
Sr. Spacecraft Engineer
● ● ●

Members

➕ **40**

304 posts

Posted Sunday at 10:42 AM (edited)   Report post ⤳

Hello,

First, Thank you for your great and hard work!

> ◉ **On 8/31/2019 at 11:12 PM, Lisias said:**   ⤴
>
> Got it. And yeah. It's indeed what I was fearing -
> I reopened Issue #31 due your report.
>
> I will need your help while cooking the workaround, as replicating this problem on my machine can be more work than I have time to. Do you mind moving the conversation to the Issue? A lot of files and logs will be exchanged and Github is way better for this task!

It seems, that maybe I have similiar Errors and Warnings:

[snip]

My Logs: https://www.tancredi.nl/downloads/logs.zip

Do you need more information?

I hope I could help. 🧟

Edited Sunday at 02:16 PM by Vanamonde
Overly large file.

➕ 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 Sunday at 10:48 AM   Report post ⤴

> **On 9/1/2019 at 10:42 AM, N3N said:**   ↪
>
> Hello,
>
> First, Thank you for your great and hard work!
>
> It seems, that maybe I have similiar Errors and
> Warnings:
>
> ▶ **Reveal hidden contents**
>
> My Logs: https://www.tancredi.nl/downloads/logs.zip
>
> Do you need more information?
>
> I hope I could help. 🧟

For this mod, it would also be helpful to provide all of the
following files (listing all for anyone else who reads this):

- output_log.txt
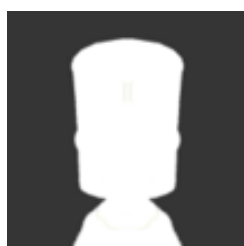- KSP.txt
- Gamedata/modulemanager.*

+ Quote

N3N

Sr. Spacecraft Engineer
● ● ●

Members
➕ 40

304 posts

Posted Sunday at 11:09 AM (edited)

Report post

> On 9/1/2019 at 10:48 AM, linuxgurugamer said:
>
> For this mod, it would also be helpful to provide all of the following files (listing all for anyone else who reads this):
>
> - output_log.txt
> - KSP.txt
> - Gamedata/modulemanager.*

Hello,

OK, I uploaded the newest logs and all other files you wanted:

https://www.tancredi.nl/downloads/KSP-Logs_2019-08-31.zip

Do you need more information?

I hope, I can help. 🤕

Edited Sunday at 11:09 AM by N3N

+ Quote

hypervelocity

RO / RSS / PRINCIPIA - Buenos Aires, Argentina

● ● ●

Members

➕ **143**

411 posts

Hi **@Lisias** ! Hope you are having a great day today! Firstly let me thank you for your hard work taking on the maintenance of the mod & your efforts in trying to sort out these corruptions and other errors!

Sadly, the purpose of my writing is to report & ask for help in solving 1 Fatal Error on my new, fresh install.

I had several Fatal Errors but managed to get it down to just 1, which I cannot eliminate.

My install is a fresh 1.6.1 with Realism Overhaul, Real Solar System and their dependencies - nothing more. I have uploaded logs and installed mods here: https://www.dropbox.com/s/19yaf0tg1n7av06/KSP 1.6.1 TS Fatal Error.rar?dl=0

I do not seem to have the output_log.txt and KSP.txt files.

I am including the first 2 lines of the **FATAL** error below:

> ❯ **Reveal hidden contents**

Any help you could provide will be greatly appreciated! Please do let me know if there's anything I can do to help pinpoint the culprit!

Thanks in advance! 🐸

➕ Quote

👍

Lisias

Boldly crashing what no Kerbal has crashed before!

● ● ● ● ●

Members

➕ **2,239**

> ⌄ **On 9/1/2019 at 12:03 PM, hypervelocity said:**
>
> Hi **@Lisias** ! Hope you are having a great day today! Firstly let me thank you for your hard work taking on the maintenance of the mod & your efforts in trying to sort out these corruptions and other errors!

Thanks and welcome. 🐸

> On 9/1/2019 at 12:03 PM, hypervelocity said:
>
> My install is a fresh 1.6.1 with Realism Overhaul, Real Solar System and their dependencies - nothing more. I have uploaded logs and installed mods here: https://www.dropbox.com/s/19yaf0tg1n7av06/ KSP 1.6.1 TS Fatal Error.rar?dl=0
>
> <cut by me>
>
> > **Reveal hidden contents**

Yep. RO. The good news is that this is already old news. 😜 In a nutshell:

> **Quote**
>
> 1. Download this file. (click on "Raw").
> 2. Move it to a directory under your GameData.
>   1. I
>
>   suggest GameData/__LOCAL/TweakScale/HotFixes - but anyone will do. You must remember where you put, however, as eventually it will not be more necessary and then it can harm the game. It's the reason an Advise will popup on startup when HotFixes are active.

Scale safe! 😀

+   Quote   Edit   hypervelocity likes this

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

---

hypervelocity

RO / RSS / PRINCIPIA - Buenos

Posted Sunday at 01:38 PM   Report post ⤳

Aires, Argentina

●●●

Members

⊕ 143

411 posts

---

whoa that was fast @Lisias !!!! Beleza cara, muito obrigado!!!

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 Sunday at 01:40 PM   Report post ⤴

> On 9/1/2019 at 1:38 PM, hypervelocity said:
>
> whoa that was fast @Lisias !!!! Beleza cara, muito obrigado!!!

You have a very inspiring name! !! 🐲 *De nada, bicho. Qualquer coisa, tamos aí!* 🐲 [local informal slang for "welcome").

Quote   Edit   hypervelocity likes this

Unholy interactions between modules is what Krakens ✕ ▾
feed on… — Lisias

Vanamonde

Veni, vidi, moderati.

●●●●●

I ♡
Vanamonde

Lead Moderator

⊕ 10,595

13,009 posts

Location: The post is coming from inside your house!

Posted Sunday at 02:17 PM   Report post ⤴

@N3N , you're not in trouble but we've removed the log file itself from your post. The problem is that files that large can cause forum pages to load slowly or incorrectly.

Good luck with your issue.

Quote   👍

N3N

Sr. Spacecraft Engineer

●●●

Members

＋ 40

304 posts

Report post ⤶

> On 9/1/2019 at 2:17 PM, Vanamonde said:
>
> @N3N , you're not in trouble but we've removed the log file itself from your post. The problem is that files that large can cause forum pages to load slowly or incorrectly.
>
> Good luck with your issue.

Hello,

OK...

But I set it in spoilers, is that not the correct way to do it?

And I don't want to be picky, but isn't that of linuxgurugamer almost the same size and still visible? 🐵

＋ Quote 👍

Vanamonde

Veni, vidi, moderati.

●●●●●

Lead Moderator

＋ 10,595

13,009 posts

Location: The post is coming from inside your house!

Posted Sunday at 03:37 PM

Report post ⤶

Spoilers prevent the file from showing on the screen right away, but they still load all that information and can thereby slow page displays. The other file mentioned is large but not quite as large.

＋ Quote 👍

Tsani

Bottle Rocketeer

●●

Posted Sunday at 04:04 PM

Report post ⤶

Well the negative mass bit explains a few things I have experiencing in my game. I simply stopped using parts that

had negative mass when scaling was changed. I need to look into that.

+ Quote

Lisias

Posted Sunday at 04:26 PM   Report post

> **On 9/1/2019 at 11:09 AM, N3N said:**
>
> Hello,
>
> OK, I uploaded the newest logs and all other files you wanted:
>
> https://www.tancredi.nl/downloads/KSP-Logs_2019-08-31.zip

Well, let's check it. Congrats, no real problems on your installment:

> **Quote**
>
> [LOG 21:22:52.545] [TweakScale] INFO: TweakScale::WriteDryCost: Concluded : 0 checks failed ; 0 parts with hotfix
> es ; 0 parts with issues overruled ; 0 Show Stoppers found; 63 Sanity Check failed;

But that 63, that means that a part could not be safely scaled and so TweakScale withdrew itself from them, can be divided into the following classes:

- Rogue patching
  - KerbalEVAs are not scalable. But yet some patch is shoving an empty TweakScale module on it.
    - There´re too much people mangling it on your installment, I counted 80 patches acting on kerbalEVAFemale. Of course, (probably) just one of them are

doing the mistake.

- It's too much for me to checking every one of them, and the problem was mitigated anyway, so I suggest to ignore this for now.
  - ▸ **Reveal hidden contents**
- Multiple Fuel Switches on the same part.
  - You have 25 parts with two Fuel Switches. I choose one of them and checked it:
    - ▸ **Reveal hidden contents**

  - It's a wild guess, but I think you should check "Jenyaza/SmallTweaks/FSFuelSwitch" patches.
- Unsupported parts
  - You have 17 parts using FSbuoyancy. This will tacked down soon (see the ROAD MAP).
  - You have 14 parts with ModulePartVariant that has mass. Ditto.
  - These ones you can ignore for now. Next releases will support tem gradually.

I also found a lot of logs like this one:

```
[LOG 21:22:52.541] [TweakScale]
WARNING: NULL ConfigNode for
Workshop/Parts/duct_tape/part/Duct Tape
(unholy characters on the name?).
Trying partConfig instead!
```

You can ignore them, besides being good to know this is happening. Pathnames with spaces and some unholly chars ended up being stored slightly differently, and I'm still trying to cope with it (it's not hard, and I think I already know hot to do it, but I just don't have the time to handle this now). As a fallback measure, I check it using an alternative way. The (very) good news is that this is completely unrelated to that nasty Toe Stomping Fest I get sometimes on the Main Menu Scene. 😵

In what KSP version you are experiencing this? If this is happening on a KSP >= 1.4 with current TweakScale, you can had found a new situation that I can prevent on the Sanity Checks.

+	Quote	Edit	N3N likes this

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

N3N

Sr. Spacecraft Engineer

● ● ●

Members

➕ 40

304 posts

Posted Sunday at 07:33 PM (edited)   Report post ⤵

Hey @Lisias ,

Thank you!

(Danke!, Grazie!, Merci!, Gracias!, Obrigado!)

You are really some of the most helpful member in this forum! 🤢

If I can help you with other logs or an other way, so just write it down.

Sorry, for Off-Topic:

(After all the negative comments and hate on this forum, I almost loosed my will to play, but thanks to some great people, like you, linuxgurugamer, zer0Kerbal, RoverDude, JadeOfMaar and Snark, I think I will try a less modded install.)

(After some very difficult years, in which I couldn't play, I

just wanted to try a great install with many mods and with as few problems as possible...)

Edited Sunday at 07:44 PM by N3N

+   Quote

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 Sunday at 08:06 PM   Report post

> On 9/1/2019 at 7:33 PM, N3N said:
>
> Hey @Lisias ,
>
> **Thank you!**
>
> **(Danke!, Grazie!, Merci!, Gracias!, Obrigado!)**
>
> You are really some of the most helpful member in this forum! 🐵

Hey… "The Helpful Grumpy". Another good name for a Rock Band! 🐵

> ❯ **Reveal hidden contents**

Scale safe! 🐵

+   Quote   Edit   N3N likes this

Unholy interactions between modules is what Krakens ✖ ▾ *feed on… — Lisias*

Tsani

Bottle Rocketeer

● ●

Posted Sunday at 08:53 PM   Report post

@Lisais,

I believe I started experiencing the negative mass issues with 1.6.3 or possibly with the first 1.7.X runs. Can't

remember. What would typically happen where I noticed it is when changing the scaling of a engine I wanted to use. An aero spike engine is where I first noticed it, then it was a Titan engine, etc, only a few models. I just redesigned around the issue. But I think now I would like to figure what is going on if I can. But first I need to straighten out the issues with Contares and B9 with Tweakscale fatal errors. Trying to puzzle it out. So far no luck in messing with the part and patch configs. Some of the problems may lay in some DLL's, not sure tho. Still digging.

Members

⊕ 6

8 posts

⊞ Quote

👍

Lisias

Boldly crashing what no Kerbal has crashed before!

● ● ● ● ●

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Posted Monday at 05:52 AM   Report post ⤶

> On 9/1/2019 at 8:53 PM, Tsani said:
>
> But first I need to straighten out the issues with Contares and B9 with Tweakscale fatal errors. Trying to puzzle it out. So far no luck in messing with the part and patch configs. Some of the problems may lay in some DLL's, not sure tho. Still digging.

The most recent revision of the Contares patch is working on my machine. The Fuel Switches I will try to tackle down by the week.

Reproducing installments to test things needs some time. I think I have a way to removing just the Fuel Switch part of B9PartSwitch, by the way, so we could use MFT on a B9 part and still have the other features.

Do you know someone selling time at affordable prices? I'm buying!

⊞   Quote   Edit   zer0Kerbal and kcs123 like this

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

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

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