

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

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

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zer0Kerbal

Junior Rocket Scientist



Members

+ 299

666 posts

Posted August 21 (edited)

[Report post](#) 

:NEEDS[SquadExpansion/Serenity] works.


Edited August 21 by zer0Kerbal



Quote

You like this



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

they are already on a path to unavoidable, unmitigated doom; that it is not a matter of if, but when, they will crash in a way that would make Jeb gloriously feeble-minded in
envious invious awe

Lisias

Posted August 21 (edited)

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Boldly crashing what no Kerbal has crashed before!



On 8/21/2019 at 12:08 AM, zer0Kerbal said:





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SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

:NEEDS[SquadExpansion/Serenity] works.

Now I get it! I used the filename too, but only directories count!

Edited August 21 by Lisias

Kraken damned Autocorrectors



Quote

Edit

zer0Kerbal likes this

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

Buflak

Bottle Rocketeer



Members

+ 7

23 posts

Posted August 21

Report post

Can confirm, this also works:

```
:NEEDS[RealismOverhaul/RO_SuggestedMods/Squad]
```



Quote

You and zer0Kerbal like this



Gremillion

Rocketeer



Members

+ 15

40 posts

Posted August 21

Report post

Still getting this message and I've added

```
:NEEDS[RealismOverhaul/RO_SuggestedMods/Squad]
```



[Here's my output log.](#) Halp?

+ Quote



Buflak

Bottle Rocketeer



Members



23 posts

Posted August 21

Report post

On 8/21/2019 at 10:11 PM, Gremillion said:

Still getting this message and I've added

By added you mean you changed that line right?

Make sure the file looks exactly like this:

https://github.com/net-lisias-ksp/TweakScale/blob/dev/emergencial/2.4.3.4/Extras/TweakScale/HotFixes/RO-Stock_Electrical.cfg

It works for me, and i've had the exact same problem as you, with the batteryBankMini part.

+ Quote



Gremillion

Rocketeer



Posted August 21

Report post

On 8/21/2019 at 10:22 PM, Buflak said:

By added you mean you changed that line right?

Make sure the file looks exactly like this:



Members

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<https://github.com/net-lisias->

[ksp/TweakScale/blob/dev/emergencial/2.4.3.4/Extras/TweakScale/HotFixes/RO-Stock_Electrical.cfg](https://github.com/net-lisias-ksp/TweakScale/blob/dev/emergencial/2.4.3.4/Extras/TweakScale/HotFixes/RO-Stock_Electrical.cfg)

It works for me, and i've had the exact same problem as you, with the batteryBankMini part.

Yes I added that file with that line configuration.



Quote



Buflak

Bottle Rocketeer



Members

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23 posts

Posted August 21 (edited)

Report post

And the file is somewhere inside your GameData folder and it's extension is .cfg i assume?

Oh, and this path:

"RealismOverhaul/RO_SuggestedMods/Squad" does exist in your install?

It looks like maybe the hotfix doesn't even load for some reason.

Unfortunately that's all i got. You might want to post your MM cache so when Lisias gets here he can take a look at it.

Edited August 21 by Buflak



Quote



Gremillion

Rocketeer



Members

Posted August 21

Report post



On 8/21/2019 at 10:28 PM, Buflak said:

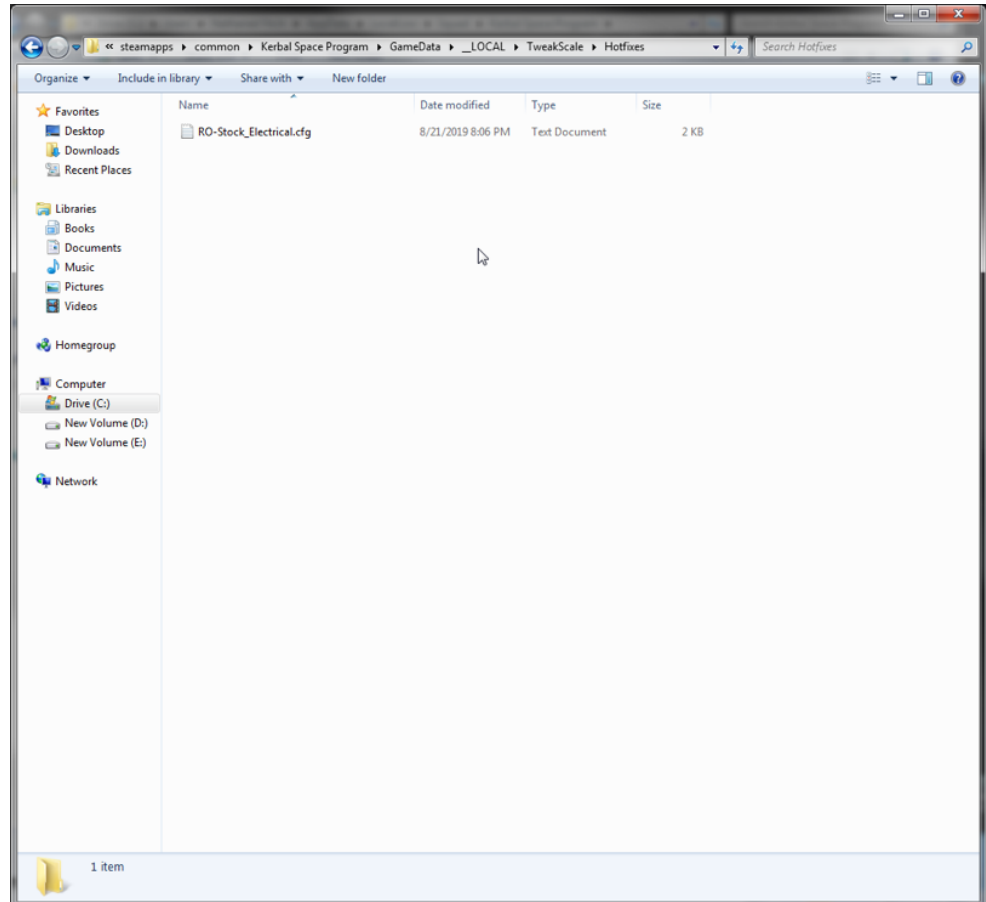


And the file is somewhere inside your GameData folder and it's extension is .cfg i assume?

It looks like maybe the hotfix doesn't even load for some reason.

+15
40 posts

Unfortunately that's all i got. You might want to post your MM cache so when Lisias gets here he can take a look at it.



[This MM cache?](#)



Quote



Buflak

Bottle Rocketeer



Members



7
23 posts

Posted August 21 (edited)

Report post

That's the one. It does indeed look like the hotfix is not loaded.

I assume this path:

"RealismOverhaul/RO_SuggestedMods/Squad" exists in your install?

There are also slight differences for this part in your MM cache and mine, i assume that's because you use different mods.

For comparison:



Reveal hidden contents

The modules you have and i don't:


"name = FMRS_PM" - flight manager for reusable stages?

"name = ModuleAeroReentry" - deadly reentry?

"name = ModuleB9PropagateCopyEvents" - b9 partswitch?

Could you try removing these mods to see what happens?

Edited August 21 by Buflak

 Quote



Gremillion

Rocketeer





Members

 15

40 posts

Posted August 21 (edited)

Report post 

 On 8/21/2019 at 11:00 PM, Buflak said: 

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For comparison:

 **Reveal hidden contents**

The modules you have and i don't:

name = FMRS_PM - flight manager for reusable stages?

name = ModuleAeroReentry - deadly reentry?

ModuleB9PropagateCopyEvents - b9 partswitch?

Could you try what happens if you remove these mods?

Answering questions:

Yes that path exists.

Correct on all 3 counts. I'll try removing DR and FMRS.
Can't remove B9 without removing other dependencies.

Still getting it after removing DR and FMRS:



Edited August 21 by Gremillion

+ Quote



Buflak

Bottle Rocketeer



Members

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23 posts

Posted August 21

Report post



So the last thing i can suggest is to remove B9, don't worry about the dependencies for now.

Just want to narrow it down as to what might be causing that hotfix to not load.

+ Quote



Gremillion

Rocketeer



Posted August 21

Report post



It's a lot of dependencies. We'll see.

@Starwaster tagging you here because it's related (same



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build).

On 8/21/2019 at 11:23 PM, Buflak said:

So the last thing i can suggest is to remove B9, don't worry about the dependencies for now.

Just want to narrow it down as to what might be causing that hotfix to not load.

Still not happy:



+ Quote



Lisias

Boldly crashing what no Kerbal has crashed before!



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Posted August 21

Report post

On 8/21/2019 at 11:31 PM, Gremillion said:

It's a lot of dependencies. We'll see.

Can you publish the KSP.log? I need to check the patching.

+ Quote Edit

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

Gremillion

Rocketeer



Members

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40 posts

Posted August 21

Report post

On 8/21/2019 at 11:37 PM, Lisias said:

Can you publish the KSP.log? I need to check the patching.

[Log.](#)



Quote



Lisias

Boldly crashing what no Kerbal has crashed before!



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SouthAmerica ! Brazil !

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Posted August 21 (edited)

Report post

On 8/21/2019 at 11:39 PM, Gremillion said:

[Log.](#)

That was Unity's output_log.txt. I need the KSP.log that you can find in GameData/KSP.log .

Edited August 21 by Lisias



Quote Edit

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

Gremillion

Rocketeer



Members

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40 posts

Posted August 21

Report post

On 8/21/2019 at 11:46 PM, Lisias said:

That was Unity's output_log.txt. I need the KSP.log that you can find in GameData/KSP.log .

Oh sorry.

[KSP.log.](#)

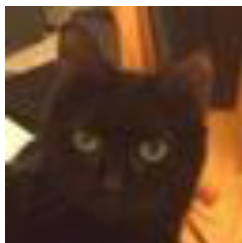


Quote



Starwaster

Defender of the Sandbox



Members

+ 3,064

8,803 posts

Posted August 21 (edited)

Report post

What is being



On 8/21/2019 at 11:31 PM, Gremillion said:



It's a lot of dependencies. We'll see.

@Starwaster

tagging you here because it's related (same build).

Ok, not understanding what's being inquired of me...

Though I do see some serious glaring error in @Buflak's config snippet there. Whatever patched that config needs to be taken behind the woodshed and executed with a gunshot to the head regardless of whether it worked or not, SOMETHING did not patch that in correctly and it needs looking at. Yes it worked because the first name, type and defaultScale are all that got used but the fact that it's in that condition says it was written *badly*.



Reveal hidden contents

Edited August 21 by Starwaster



Quote



[Deadly Reentry 7, The Melificent Edition](#)



[Ioncros Crew Support Reborn](#)

[Voyage to Duna](#)

[Probe Science config files \(Lets your probes do SCIENCE!!!\)](#)

Gremillion

Rocketeer



Members

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Posted August 21

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On 8/21/2019 at 11:49 PM, Starwaster said:



Ok, not understanding what's being inquired of me...

Oh! Nothing. I thought maybe what's going on here would give you more information.



Quote



Lisias

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Posted August 22

Report post



On 8/21/2019 at 11:49 PM, Starwaster said:



Whatever patched that config needs to be taken behind the woodshed and executed with a gunshot to the head regardless of whether it worked or not, SOMETHING did not patch that in correctly and it needs looking at.

On that we have an agreement! 🤖

```
@PART[batteryBankMini]:FOR[RealismOverhaul] // Good for ReStock
{
    %RSSROConfig = True
    @RESOURCE[ElectricCharge]
    {
        @amount = 20500
        @maxAmount = 20500
    }
    @mass = 0.07731
    @MODULE[TweakScale]
    {
        type =
RealismOverhaulStackSolid
    }
}
```

https://github.com/KSP-RO/RealismOverhaul/blob/master/GameData/RealismOverhaul/RO_SuggestedMods/Squad/RO_Squad_Electrical.cfg



Quote Edit

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

Gremillion

Rocketeer



Members

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40 posts

Posted August 22

Report post



On 8/22/2019 at 12:20 AM, Lisias said:



On that we have an agreement! 🤖

```
@PART[batteryBankMini]:FOR[RealismOverhaul] // Good for ReStock
{
    %RSSROConfig = True
    @RESOURCE[ElectricCharge]
    {
        @amount = 20500
        @maxAmount = 20500
    }
    @mass = 0.07731
    @MODULE[TweakScale]
    {
        type =
        RealismOverhaulStackSolid
    }
}
```

https://github.com/KSP-RO/RealismOverhaul/blob/master/GameData/RealismOverhaul/RO_SuggestedMods/Squad/RO_Squad_Electrical.cfg

Uh, for the less... observant in the thread, what should we be doing with that?



Quote



Lisias

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SouthAmerica ! Brazil !

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LivingRoom ! MyChair

Posted August 22 (edited)

Report post



On 8/22/2019 at 12:37 AM, Gremillion said:



Uh, for the less... observant in the thread, what should we be doing with that?

Well... If the RO guys would agree on following the MM rules for patching, that would help. We would not had the need to applying that patch at first place. 🤖 The patch needs a :NEEDS to avoid patching TweakScale on systems without it, and a way to make sure it is applied after TweakScale ones.

— post edit —

I failed to correctly explain **all the problems** with that patches. The :NEEDS is the lesser of them, the real problems are that RO's patches are being applied without using "%", what ends up **adding up** a new "type" datum on the module's section. This is what triggering the #34 FATAL error, as this is, essentially, what makes things indeterministic while patching: relying on Module Manager's **legacy** patching, then blindly applying new values without deleting/editing the older ones disregarding whatever is there.

And this is also the reason I can't, now, just shove the "::FOR" on TweakScale patches and solve some problems for good. A **lot** of patches are doing exactly like this, and the exactly instant I publish patches using ":FOR", TweakScale will not be run on legacy anymore, and an awful amount of patches will silently **FAIL** and then people will say "[*TweakScale works funny with specific parts.*](#)" 🤖

"T" is on the end of the alphanumerical ordering, right? Everything named before TweakScale will just break. 🤖

— — post post edit — —

A full explanation about how to fix these patches were

already discussed on [this post](#).

Edited August 22 by Lisias

post edit



Quote Edit

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

Gremillion

Rocketeer



Members

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Posted August 22

Report post



On 8/22/2019 at 12:42 AM, Lisias said:



Well... If the RO guys would agree on following the MM rules for patching, that would help. We would not had the need to applying that patch at first place. 🤖

The patch needs a :NEEDS to avoid patching TweakScale on systems without it, and a way to make sure it is applied after TweakScale ones.

Just a notepad file in the same place as the previous patch?



Quote



Gremillion

Rocketeer



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Posted August 22

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Ahah! Success!



Quote

You like this



The Kerbal King

Posted August 22

Report post



Bottle Rocketeer



Members



4

7 posts

I'm getting a fatal error warning on the loading screen running KSP 1.6.1 with RSS, RO, RP1 and Tweak Scale 2.4.3.3. I can find the output_txt log but here is my ksp log: https://drive.google.com/open?id=1WdFXf_Tn7NV3YSQFf3P84pXTciDCzfme



Quote

You like this



Lisias

Boldly crashing what no Kerbal has crashed before!



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Posted August 22 (edited)

Report post



On 8/22/2019 at 1:26 AM, The Kerbal King said:



I'm getting a fatal error warning on the loading screen running KSP 1.6.1 with RSS, RO, RP1 and Tweak Scale 2.4.3.3. I can find the output_txt log but here is my ksp log: https://drive.google.com/open?id=1WdFXf_Tn7NV3YSQFf3P84pXTciDCzfme

Got it. Sorry for that. Your log says:

```
[LOG 23:52:43.579] [TweakScale]
WARNING: **FATAL** Found a
showstopper problem on
batteryBankMini (Z-200 Rechargeable
Battery Bank).
[LOG 23:52:43.580] [TweakScale]
ERROR: **FATAL** Part batteryBankMini
(Z-200 Rechargeable Battery Bank) has
a fatal problem due having duplicated
properties - see issue [#34](
https://github.com/net-lisias-
ksp/TweakScale/issues/34 ).
[LOG 23:52:59.754] [TweakScale]
WARNING: **FATAL** Found a
showstopper problem on
SXTInlineAirIntake (XM-600 1.25m Air
Intake).
```

These are essentially two problems: a older SXT version (the newest release has this fixed, please update it), but also

the exact problem of the fellow Kerbonaut above.

I have a patch for this problem, however by some reason that patch is not working exactly as I expect, and I'm tweaking it to make it work properly. Stay tuned, I'm working on it right now.

In the mean time, update your SXT to the latest ([link to SpaceDock](#)). This will solve all the FATALities, but one - the one I'm working on the patch now.

— — post edit — —

I finally came to terms with the patch - it was, well... a kind of silly typo - I used a "@" when should had used a "%", and didn't realized the mistake until our fellow Kerbonaut [@Buflak](#) found a second way to solve the problem - and then a ring did bell somewhere in my dull head. 🤪

[@The Kerbal King](#), this will solve the RO glitches on your installment:

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.

Sorry the late. I intended to publish this by morning, but ended up waking a bit late today and just managed to find time now. 🤪

Kick me here if you need more assistance.

Scale safe! 🤪

Edited August 22 by Lisias

Post edit



Quote Edit

Buflak likes this

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



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