

# [1.4.1 <= KSP <= 1.7.3]

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## TweakScale - Under Lisias' Management - 2.4.3.8 - 2019-1018

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

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**ansaman**

Elon Musk Wannabe



Members

[+ 285](#)

219 posts

Location: West Palm Beach,  
Florida

Posted October 20 (edited)

[Report post](#)

**@Lisias** I may have noticed something significant. I used to see while tuning my aircraft that the authority used to go to 150 and default to 100. Now, with UNMODDED KSP 1.8 and UNMODDED Making History, the scale has changed. It now defaults to 20, further, they added the option of deploy angle that did not exist before. I do not know if this is a bug or a feature, but I am speculating that something changed in Unity regarding these variables or in their

adoption of the new Unity. The change of scale could be the borking factor, BUT I could be wrong....



Edited October 20 by ansaman

To add tag for Lisias and edit authority scale



Quote

You and IronKerbal like this



"Trying to be right all the time is a very subtle way of being wrong." - S. M. Manley

Commodoregamer1  
18

Experienced Command Pilot



Posted October 20

Report post



Maybe thats because TweakScale dont support 1.8

However i cant try it because it gets stuck on the start menu

But if i could play it the same and other problems will



Members

+ 6

59 posts

Location: In-flight

happen to me



Quote

You like this



Lufthansa



## Lisias

Boldly crashing what no Kerbal  
has crashed before!



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On 10/20/2019 at 3:58 AM, ansaman said:



@Lisias

I may have noticed something significant. I used to see while tuning my aircraft that the authority used to go to 150 and default to 100. Now, with UNMODDED KSP 1.8 and UNMODDED Making History, the scale has changed. It now defaults to 20, further, they added the option of deploy angle that did not exist before. I do not know if this is a bug or a feature, but I am speculating that something changed in Unity regarding these variables or in their adoption of the new Unity. The change of scale could be the borking factor, BUT I could be wrong....



They shifted the guiUnits from Percentage to Degrees. This is something we set on the KSPField thingy. And then you use a UI\_FloatRange to set the limits, and these limits are customized on every Add'On.

```
[KSPField(isPersistent = false,  
guiActiveEditor = true, guiName =  
"Scale", guiFormat = "0.000", guiUnits  
= "m" ) ]
```

TweakScale uses Meters, and the UI\_FloatRange is constantly being changed, depending of the part's scale type (free, stacked, etc).

So it's not this change that borked TweakScale, as this setting is specific for Control Surfaces, and TweakScale uses its own settings.

However, **YOU HAD NAILED** the reason TweakScale is borking, you correctly inferred the inherent problem. Something had changed that rendered the code that updates TweakScale's UI\_FloatRange ineffective.

Congrats, dude. 🤖 And thank you.

▼ On 10/20/2019 at 10:17 AM,  
**Commodoregamer118** said:

However i cant try it because it gets stuck on the start menu

The latest TweakScale shows a scary message, but still allows you to proceed at your risk (hit "Cancel").

If a message is not being displayed, it's something else locking up the process. Publish your KSP.log, with a bit of luck I can pinpoint the culprit and so you can proceed to ask for help from the Add'On maintainer (assuming it's not something silly that can be easily fixable by us, it happens sometimes).



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

## Commodoregamer18

Experienced Command Pilot



Members



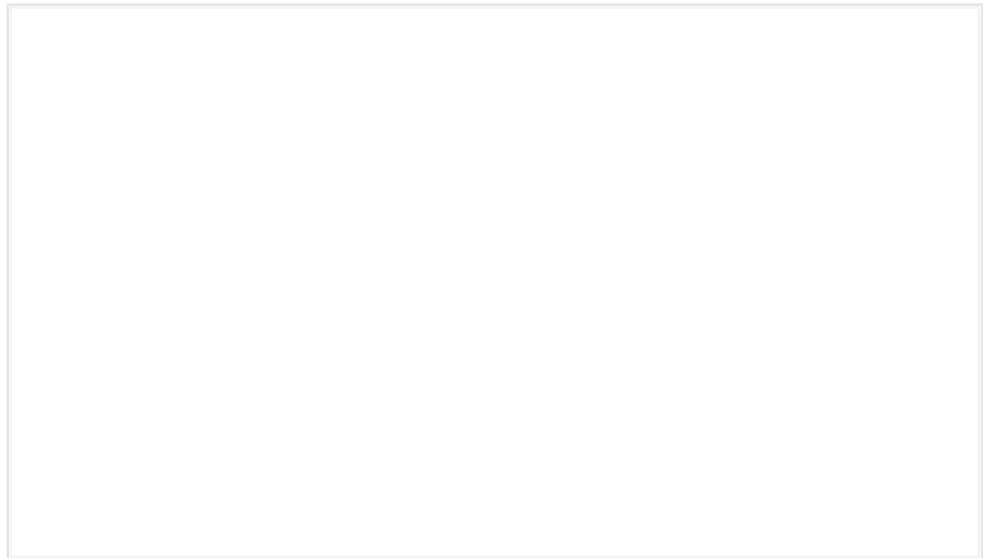
59 posts

Location: In-flight

Posted October 20

Report post ✕ ▾

Ahh thats wihtout mods by the way



Quote

You like this

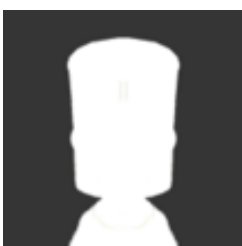


# Lufthansa



## AmpCat

Space Cat



Members



431 posts

Posted October 20

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**@Lisias**, sorry, slightly off topic; but you said you were working on something called KSPe.. what's that, if you don't mind me asking?



Quote

You like this



I can't claim to lack coding skills. I can't claim to lack modeling skills. I can't even claim I don't have experience with Unity. I can only claim that I lack modding skills.





## Lisias

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Posted October 20 (edited)

Report post

✓ On 10/20/2019 at 11:46 AM, AmpCat said:

@Lisias, sorry, slightly off topic; but you said you were working on something called KSPe.. what's that, if you don't mind me asking?

Not a problem.

A long time ago, in a KSP far, far away, Swamp-ig started a thing called KSP API Extensions, adding a lot of functionalities to the KSP 0.xx series. As the time gone by, KSP implemented some of that, and new Add'Ons migrated to native.

But some others didn't, and they got stuck in the past. I was planning to rescue them to modern days, but I didn't wanted to adopt them - I wanna be able to install the original package and get away with the stunt. 🤖

So I realised that KSP API Extensions would be the thing I would need to work on in order to reach that goal.

But then I realised that KSPAPI was not enough. I also needed a KSP Abstraction Layer, in the same faction MACH kernels need a Hardware Abstraction Layer. And then KSPe was born! I thought on naming the thing KAL (KSP Abstraction Layer), but I had a hunch that this name was in risk of being used by someone with bigger guns 🤖 (too good of a name to keep unused for too much time) and so decided to name it KSPe (KSP Extensions). I also though on naming the thing KFC (Kerbal Foundation Classes), but then I remembered the times I sweated blood with the different MFC versions and ditched the idea. I'm not that masochist! 🤖

KSPe will be the foundation in which KSP (and now Unity) differences will be kinda abstracted, allowing the same DLL to run on any KSP version if desired.

And so, both KSPAPI and KSPe would fulfill my goal: run older KSP Add'Ons on modern KSP. 🤖

Obviously, this is not simple. And at that time, I lacked

experience on Add'On authorship (still does, but a bit less), so I did what a skillful (and stubborn) engineer would do: started to fix anything at sigh in need of being fixed - it's the best way to learn, nothing beated it in centuries of technological advances.

And then some crazy Kerbonauts thought it could be a good idea (poor Kerbals) to handle me over some Add'Ons, and here we are. 🤖

KSPe.Light.TweakScale.dll is a very light subset of KSPe, so I can put in production stable features and start to get some benefits from it (otherwise I would end neglecting it).

**Edited October 20 by Lisias**

tyops. as usulla.



Quote Edit

zer0Kerbal likes this

*Everybody borks. — Gregory Kerman* ✕ ▼

## Lisias

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Posted October 20 (edited)

Report post 🔄

I was wrong! =D That was a dead code by design!! 🤖 🤖

TweakScale is using UI\_ScaleEdit now, I found a note on the Release Notes.

```
[LOG 19:03:47.828] [TweakScale]
TRACE: FIELD tweakScale BaseField
UI_ScaleEdit
[LOG 19:03:47.828] [TweakScale]
TRACE: FIELD tweakName BaseField
UI_ChooseOption
[LOG 19:03:47.828] [TweakScale]
TRACE: FIELD currentScale BaseField
UI_Label
[LOG 19:03:47.828] [TweakScale]
TRACE: FIELD defaultScale BaseField
UI_Label
[LOG 19:03:47.828] [TweakScale]
TRACE: FIELD isFreeScale BaseField
UI_Label
[LOG 19:03:47.828] [TweakScale]
TRACE: FIELD defaultTransformScale
BaseField UI_Label
```

➤ **Reveal hidden contents**

I will keep you on the loop.

— POST EDIT —

This is what I got until now. I instrumented the OnAwake event handler to check EXACTLY what is happening with the KSP Fields in initialization. Got to this:



```
1.7.3
[LOG 20:39:26.204] [TweakScale]
TRACE: FIELD tweakScale BaseField
UI_ScaleEdit : {0.02 0.04} -- {4}
[LOG 20:39:26.204] [TweakScale]
TRACE: FIELD tweakName BaseField
UI_ChooseOption
[LOG 20:39:26.204] [TweakScale]
TRACE: FIELD currentScale BaseField
UI_Label
[LOG 20:39:26.204] [TweakScale]
TRACE: FIELD defaultScale BaseField
UI_Label
[LOG 20:39:26.204] [TweakScale]
TRACE: FIELD isFreeScale BaseField
UI_Label
[LOG 20:39:26.204] [TweakScale]
TRACE: FIELD defaultTransformScale
```

Amy of my presumptions of being a TweakScale defect is going down by now.

I'm not saying TweakScale was doing everything by the book, the event handling was somewhat messy indeed. But this, besides having the potential to be the cause of some issues I know, definitively **IS NOT** the problem of this thing.

Until further evidence is found, I decalre UI\_ScaleEdit defective on KSP 1.8.

Edited October 20 by Lisias

New Guess



Quote Edit

zer0Kerbal likes this

*Everybody borks. — Gregory Kerman*

Frostiken

Junior Rocket Scientist



Posted October 20 (edited)

Report post

Ugh. Tweakscale has been suddenly giving me grief with saved ships.



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The biggest one is that my Octo probe cores have shrunk down to <10% scale which obviously causes problems and makes fixing them a PITA since they're a tiny little dots. It says it's at 10% but I can tell from looking at it it's more like 1%.

From the .craft file:

```
MODULE
{
    name = TweakScale
    isEnabled = True
    currentScale = 1.25
    defaultScale = 1.25
    defaultTransformScale = (0, 0, 0)
    DryCost = 449.999786
    stagingEnabled = True
    EVENTS
    {
    }
    ACTIONS
    {
    }
    UPGRADESAPPLIED
    {
    }
}
```

Obviously nothing is wrong there.

There's lots of stuff in my .log but this seems relevant.

```
[WRN 13:23:44.411] [Part]: PartModule
indexing mismatch at
probeCoreOcto.v2, index 12.
Node 'USI_ModuleRecycleablePart'
found in loaded data, but
'TweakScale' is defined in prefab.
Looking for USI_ModuleRecycleablePart
in other indices...
[WRN 13:23:44.411]
...USI_ModuleRecycleablePart module
found at index 13.
[WRN 13:23:44.411] [Part]: PartModule
indexing mismatch at
probeCoreOcto.v2, index 13.
Node 'WBIPartScraper' found in
loaded data, but
'USI_ModuleRecycleablePart' is
defined in prefab
```

And later on...

```
[LOG 13:23:45.167] [TweakScale]
WARNING: No valid member found for
diameter in Part for <unk>
[LOG 13:23:45.197] [TweakScale]
WARNING: No valid member found for mass
in TweakScale for probeCoreOcto.v2
```

This is on 1.7.3 with TweakScale v2.4.3.4.

I updated a handful of mods about a week ago (pre-1.8) and it seems like everything has lovingly broken in all kinds of ways since then 🤖 This is one of them.

I have also had issues with TweakScale turning my 0.625m parts (Ant engine, for example) into 1.25m.

Whenever I fix and save my crafts it appears to stick just fine... but what the love.



Quote



## Lisias

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Posted October 20 (edited)

Report post



On 10/20/2019 at 5:34 PM, Frostiken said:



Ugh. Tweakscale has been suddenly giving me grief with saved ships.

I understand your pain. You just got bitten by the same rogue patching that drove me to this whole series of scaring messages



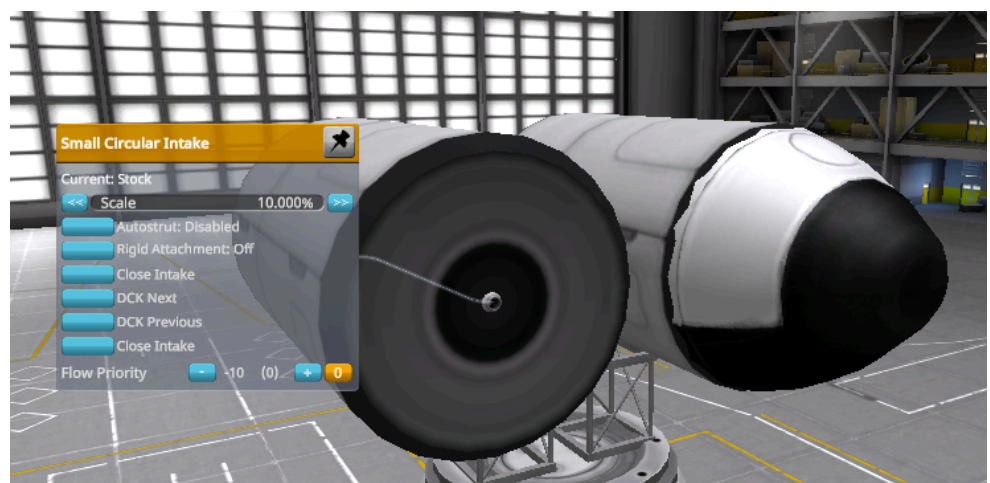
Quote

This is on 1.7.3 with TweakScale v2.4.3.4.

I updated a handful of mods about a week ago (pre-1.8) and it seems like everything has loveing broken in all kinds of ways since then 🤖 This is one of them.

I have also had issues with TweakScale turning my 0.625m parts (Ant engine, for example) into 1.25m.

You probably is seeing something like this:



It's not TweakScale, sir. It's a rogue patch. Had you be using the latest TweakScale version, this would not had

happened, as TweakScale since June, 17 (more or less) detects this bad patching, preventing problems handled by [issue #34](#) to corrupt your savegame.

Well, what remains to be done is to fix things. Please install the latest TweakScale, then fire up your KSP, then send me your KSP.log **and** ModuleManager.ConfigCache - I will need both in order to salvage your game. I also recommend you to install and use [S.A.V.E.](#) .

▼ On 10/20/2019 at 5:34 PM, Frostiken said: ↻

Whenever I fix and save my crafts it appears to stick just fine... but what the *love*.

Your savegame is not fixed, sir. The installment is "contaminated" by rogue patching, and changing anything can break the unstable equilibrium on the installment and then everything can get incorrectly rescaled again. Including the crafts that are flying.

I urge you to update TweakScale to the latest and then send me the KSP.log and the ModuleManager.ConfigCache so we can estabilize your installment and prevent a lot of grief that is waiting you ahead.

And, just to be sure about the problem, it's not TweakScale - it's a rogue patch messing up things. Any new patch you install on the game, or even a single patch you uninstall, can play havoc again on the game.

**Edited October 20 by Lisias**

tyops as usulla... and entertaining grammars! :D



Quote Edit

zer0Kerbal likes this

*Everybody borks. — Gregory Kerman* ✕ ▼

## Lisias

Boldly crashing what no Kerbal has crashed before!



Posted October 20 (edited)

Report post ↻

No matter how smart you think you are, you are not that smart. No matter how dumb they say you are, you are dumber. 🤖



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But yet, you can be lucky, 🤖 I spent the whole day accidentally learning everything I need to fix the thing

That's the catch: UI\_ScaleEdit is defective on KSP 1.8 .

Worst, there are almost no Add'Ons using this thing, there's only 23 mentions on code and 2 on issues (half from TweakScale!) on GitHub right now.

**AND I HAVE CONFIRMATION.** TweakScale is not the only Add'On borking on it.



UI\_FloatRange, on the other hand, has 396 mentions on code, 4 on commits and 9 on issues. Way more popular, way more information available. And TweakScale has code to handle it already, this is where I got lucky, the code to rollback is already there.

~~TweakScale will be fixed in the next hours, but I will release a beta first. Just in case.~~

*[Sorry, but I'm wasted. I will not risk any more coding today, what to say a release. I will try Monday night.]*



Edited October 20 by Lisias

no more coding today.



Quote Edit

Gydra54, zer0Kerbal and maja like this

Everybody borks. — Gregory Kerman✕

## AmpCat

Space Cat



Members

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431 posts

Posted October 20

Report post

Thanks for keeping at this. The 1.8 update is a huge improvement in game performance. Night and day difference.

Just a matter of waiting for all the mods to get fixed. Looks like it broke a lot of little things. Going to be hard for everyone to track them all down.



Quote



I can't claim to lack coding skills. I can't claim to lack modeling skills. I can't even claim I don't have experience with Unity. I can only claim that I lack modding skills.



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Posted October 20 (edited)

Report post



On 10/20/2019 at 11:06 PM, AmpCat said:



Thanks for keeping at this. The 1.8 update is a huge improvement in game performance. Night and day difference.

Welcome!

Yep, It appear's that finally I will have to eat my words on Unity. I was very vocal in the past on how KSP had grown bigger than Unity and deserved better from a self self-proclaimed fist-class 3d engine. 🤖

On 10/20/2019 at 11:06 PM, AmpCat said:

Just a matter of waiting for all the mods to get fixed. Looks like it broke a lot of little things. Going to be hard for everyone to track them all down.

The breakage was slightly less worst than I was fearing. To tell you the true, would not be by this marvelous borking on the UI\_ScaleEdit, TweakScale would not had needed even an recompile.

I already knew it, as I was reading about .NET 4.5 (and now 4.6) and compatibility with legacy binaries since I heard the word about Unity 2019 on KSP 2.0, but the fact is that today I had run on KSP 1.8 some add-ons that were compiled against 1.3.1, and some of them worked fine. Pretty fine - it took me the whole freaking day to find something that would bork the same way TweakScale borked. 🤖

There are just a bunch of Add'Ons that relies on UI\_ScaleEdit if the GitHub search results are of some value. And apparently, not even Squad is using this thing, as it's an obvious problem. I doubt they would allow this to pass throught if they had some use for the thing - the change on the 3D engine surely demanded **tons and tons** of man-hours of testing, essentially meaning: playing the damned thing. 🤖

Edited October 21 by Lisias



Quote Edit

maja and zer0Kerbal like this

*Everybody borks. — Gregory Kerman* ✖

## FreeThinker

Interstellar Engineer



Posted October 21 (edited)

Report post



@Lisias Perhaps we can conclude that KSP KSPField UI is simply broken in KSP 1.8. I guess we need an alternative interface solution that will not make use of the KSPField UI.

Edited October 21 by FreeThinker

Members  
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Developer of [KSP Interstellar Extended](#) [Interstellar Fuel Switch](#) and [Photon Sailor](#)



## Lisias

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Posted October 21

Report post

Right now, [@FreeThinker](#), I will be happy with anything that works, even if with issues, that could give me fast results without expanding my exposure surface.

There will be a disposable branch for this change only. Once the fire is off, i will handle the cinders.

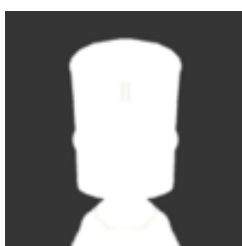
+ Quote Edit

FreeThinker likes this

*Everybody borks. — Gregory Kerman*

## Teratles

Newbie



Members  
+ 2  
4 posts

Posted October 21

Report post

On 10/21/2019 at 6:31 AM, Lisias said:

Right now, [@FreeThinker](#), I will be happy with anything that works, even if with issues, that could give me fast results without expanding my exposure surface.

There will be a disposable branch for this change only. Once the fire is off, i will handle the cinders.

Ask Kerbalsm Modder, in the dev brand there intregration into the UI works!

+ Quote

You like this



## Tsani

Bottle Rocketeer



Members



12 posts

Posted October 21

Report post



[@Lisias](#) Hang in there. You will get it. I know I appreciate what you are doing, as well as others. You make the game more enjoyable for me. Every time I fire the game up, I use this mod. It touches so much. I gather that this is a very twisted problem at best.

I couldn't understand why you only got 9 failed sanity checks and I got 16.

So I deleted all the visual mod stuff and a couple of other mods, all non part stuff (Tweakscale with the \_LOCAL folder, All Tweak, Chatterer, Craftmanager, KXAPI, HyperEdit, KSP-AXC, EVE, SVE). And I got nine. So apparently, even non part mods screw with stuff. A big ball of worms.

Thanks for working on it.



Quote

You and DarkNounours like this



## Lisias

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SouthAmerica ! Brazil !  
SãoPaulo ! Capital ! Home !  
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Posted October 21 (edited)

Report post



**MARVELOUS.** I took a bit of my lunch time to test drive UI\_FloatRange. The thing was shoved on the code-tree, just to see what happens - it's not funcional, but should render something on the Screen.

KSP 1.7.3



KSP 1.8



*It's dead, Jim. Too.*

So the fix will not be so simple as a rollback. There's something fundamentally broken with KSP 1.8 widgets - unfortunately.

Branch with the stunt : <https://github.com/net-lisias-ksp/TweakScale/tree/dev/orthodox-event-FloatRange>

No binaries, this didn't worked.

— — —

**@ansaman**, I think we found why they changed the controls for the Surface Control from percentage to degrees! 🤖

— — —

▼ On 10/21/2019 at 6:15 AM, FreeThinker said: ➡

**@Lisias** Perhaps we can conclude that KSP KSPField UI is simply broken in KSP 1.8. I guess we need an alternative interface solution that will not make use of the KSPField UI.

Yep. I see your point now.

**Edited October 21 by Lisias**

moar posts.



Quote Edit

## AmpCat

Space Cat



Members

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431 posts

Posted Monday at 07:47 PM

Report post

On 10/21/2019 at 2:02 PM, Lisias said:

On 10/21/2019 at 6:15 AM, FreeThinker said:

@Lisias Perhaps we can conclude that KSP KSPField UI is simply broken in KSP 1.8. I guess we need an alternative interface solution that will not make use of the KSPField UI.

Yep. I see your point now.

Not to state the obvious, but how does stock KSP display this sort of data? Whatever they're doing obviously works, and as I understand it, all that's open to modders too, right?



Quote



I can't claim to lack coding skills. I can't claim to lack modeling skills. I can't even claim I don't have experience with Unity. I can only claim that I lack modding skills.

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Posted Monday at 08:23 PM (edited)

Report post

On 10/21/2019 at 7:47 PM, AmpCat said:

Not to state the obvious, but how does stock KSP display this sort of data? Whatever they're doing obviously works, and as I understand it, all that's open to modders too, right?

~~They don't. They would had detected this before the release if they would.~~

~~But it's only my guess. I would have to reverse engineer the code to be sure, something that I'm not willing even if I had the time now.~~

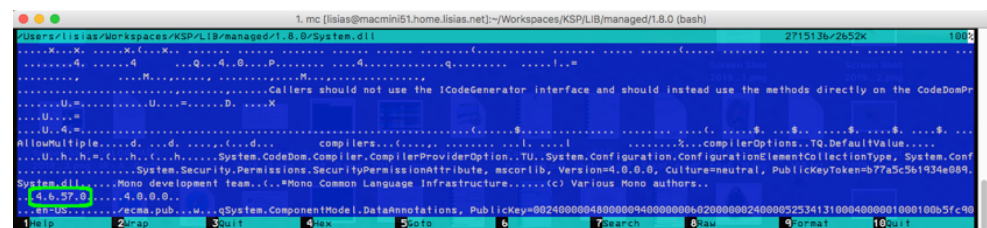


Talked too soon - on the heat of the battle, I forgot I had not tried some stunts again with UI\_FloatRange. Thanks for the kick.

— — — STUNT DRIVE — — —

All testing made compiling in DEBUG mode. The .4.x Compiler Chain used is the 4.6, as the KSP provided System.dll pinpoints [.NET 4.6.57.0](#).

The code tree used is here <https://github.com/net-lisias-ksp/TweakScale/tree/dev/orthodox-event-FloatRange> (I will leave it committed to Unity 2019, .NET 4.6, UI\_FloatEdit - remember, the widget's functionality is not implemented, it merely shows on the window) .



I satisfied only the dependencies complained by Visual Studio - it's theoretically possible that hidden dependencies (i.e., not declared on the DLL metadata and so not detectable by Visual Studio) could be playing some role on the mess, but I consider this hypothesis a overreacting paranoia. 🤪

Another possibility is some glitch by compiling it using MacOS. I'm using Windows DLLs to compile against, as historically in the past, using MacOS DLLs made the compiled artifacts be locked down on the MacOS, not working on Windows. Compiling against the Windows libraries, works for everybody.

- Stunt One: Unity 2017 DLLs, Mono 3.5 compiler (and System.dll), UI\_ScaleEdit
  - KSP 1.7.3 : **IT WORKS!** 🤪
  - KSP 1.8 : it does not. 🤪
- Stunt Two: Unity 2019 DLLs, Mono 3.5 compiler (and System.dll), UI\_FloatEdit
  - KSP 1.7.3 : **IT WORKS!** 🤪🤪🤪
  - KSP 1.8 : it does not. 🤪
- Stunt Three: Unity 2017 DLLs, Mono 4.6 compiler (and System.dll), UI\_ScaleEdit
  - KSP 1.7.3 : KSP Borks
    - Not a surprise! It would be a problem if

it worked at all!

```
[ERR 22:54:45.132]
AssemblyLoader:
Exception loading
'Scale':
System.Reflection.Refle
ctionTypeLoadException:
The classes in the
module cannot be
loaded.
    at (wrapper managed-
to-native)
System.Reflection.Assem
bly:GetTypes (bool)
    at
System.Reflection.Assem
bly.GetTypes ()
[0x00000] in <filename
unknown>:0
```

- KSP 1.8 :
- Widget didn't worked. 🤖
- Stunt Four: Unity 2019 DLLs, Mono 4.6 compiler (and System.dll), UI\_FloatEdit
  - KSP 1.7.3 : KSP Borks
    - Not a surprise! It would be a problem if it worked at all!

```
[ERR 22:26:24.728]
AssemblyLoader:
Exception loading
'Scale':
System.Reflection.Refle
ctionTypeLoadException:
The classes in the
module cannot be
loaded.
    at (wrapper managed-
to-native)
System.Reflection.Assem
bly:GetTypes (bool)
    at
System.Reflection.Assem
bly.GetTypes ()
[0x00000] in <filename
unknown>:0
```

- KSP 1.8 : Widget didn't worked. 🤖

I could not think on any other stunt, except compiling the damned thing on Windows to see if anything changes. I should have a rusty Windows VM image somewhere on an old HDD Archive, but may I ask for a kind volunteer to try the Stunt Four on Windows? It could be a good idea to check Linux too.

Edited Tuesday at 12:30 AM by Lisias

second though



Quote Edit

FreeThinker, zer0Kerbal and Problemless Mods Wanter like this

*Everybody borks. — Gregory Kerman* ✕ ▾

**Grigetio**

Rocketeer



Posted Tuesday at 01:33 AM (edited)

Report post

I volunteer for stunt four. Downloading now.



Members

+ 59

39 posts

Edit: I can get most of it to build, but I'm not sure of the proper branch for the KSPAPI stuff, and that leads to a whole other can of worms. Also, the tweakscale project files appear to reference projects which I don't see on github.

Edited Tuesday at 02:03 AM by Grigetio



Quote



## Lisias

Boldly crashing what no Kerbal  
has crashed before!



Members

+ 2,498

2,573 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

Posted Tuesday at 10:24 AM (edited)

Report post



On 10/22/2019 at 1:33 AM, Grigetio said:



I volunteer for stunt four. Downloading now.

Edit: I can get most of it to build, but I'm not sure of the proper branch for the KSPAPI stuff, and that leads to a whole other can of worms. Also, the tweakscale project files appear to reference projects which I don't see on github.

Use the KSPe DLL from the latest release. It was what I did.

Compile the Scale.dll and shove it over the latest release installation.

— POST EDIT —

Im the event you are masochist enough 🤪 to want to compile the whole shebang, the OP has the link for the KSPe branch I created for TweakScale (look for KSPe on the post)

Edited Wednesday at 09:07 AM by Lisias

Hit "Save" too soon.



Quote Edit

Everybody borks. — Gregory Kerman✕

## AmpCat

Space Cat



Members

+ 138

431 posts

Posted Tuesday at 08:01 PM

Report post

I'd love to learn how to mod for KSP here. I do programming as a real job, and this would be fun, but I have no idea where to start to get things set up and working to test this. Any pointers?



Quote



I can't claim to lack coding skills. I can't claim to lack modeling skills. I can't even claim I don't have experience with Unity. I can only claim that I lack modding skills.



## Lisias

Boldly crashing what no Kerbal has crashed before!



Members

+ 2,498

2,573 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

Posted Tuesday at 08:53 PM

Report post



On 10/22/2019 at 8:01 PM, AmpCat said:



I'd love to learn how to mod for KSP here. I do programming as a real job, and this would be fun, but I have no idea where to start to get things set up and working to test this. Any pointers?

It's less hard than it looks. I found most of the information I needed reading this subforum :

<https://forum.kerbalspaceprogram.com/index.php?/forum/29-c-plugin-development-help-and-support/>

The hard part is testing things. Firing up KSP is somewhat time costly. It's possible to live debug your DLL with break points, but to the moment, all that i needed was good logging (essentially, the Kickstarter for KSPe).

There're a lot of good information on "Help a fellow plugin developer" too.

And github. Boy, GitHub is life. 🐸

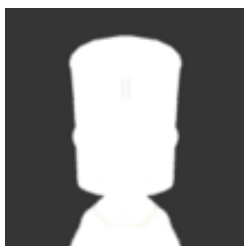


Quote Edit

viperwolf and zer0Kerbal like this

## AmpCat

Space Cat



Members

+ 138

431 posts

Posted Wednesday at 10:29 AM

Report post

Yeah, still getting comfortable with github.

[@linuxgurugamer](#) was patient with me and stepped me through the first couple attempts to do a pull request to update one of the mods he maintains. I've played with unity before many years ago, and as I mentioned, KSP 1.8 performance is a lot better now, so hopefully it's not as painful. I'll see if I can give this a try after work.



Quote



I can't claim to lack coding skills. I can't claim to lack modeling skills. I can't even claim I don't have experience with Unity. I can only claim that I lack modding skills.



## linuxgurugamer

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



Members

+ 13,263

16,626 posts

Location: At SpaceTux Industries HQ

Posted Wednesday at 10:32 AM

Report post



On 10/23/2019 at 10:29 AM, AmpCat said:



Yeah, still getting comfortable with github.

[@linuxgurugamer](#) was patient with me and stepped me through the first couple attempts to do a pull request to update one of the mods he maintains. I've played with unity before many years ago, and as I mentioned, KSP 1.8 performance is a lot better now, so hopefully it's not as painful. I'll see if I can give this a try after work.

Never feel afraid to ask a question. If you are working on a mod and get stuck, I can usually take a few minutes to take a look. May take a little while, after all, RL comes first. But if you put it up in github, I (and others) can always pull it down to take a look.



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/>

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