

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

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

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Posted September 11



@Lisias I made A Config File for all the ReStock+ parts. Could you insert that into your mod?

Config

file: https://cdn.discordapp.com/attachments/295199794102796288/621422952134737922/ReStockPlus_Tweakscale.cfg

I haven't tested this yet, Please correct me if you find anything wrong. I am quite new to this.



Quote

N3N likes this



Posted September 11



▼ On 9/11/2019 at 4:14 PM, IronKerbal said:



@Lisias I made A Config File for all the ReStock+ parts. Could you insert that into your mod?

Config

file: https://cdn.discordapp.com/attachments/295199794102796288/621422952134737922/ReStockPlus_Tweakscale.cfg

I haven't tested this yet, Please correct me if you find anything wrong. I am quite new to this.

Yeah, I can add it to the Experimental fork, and after validating it publish it on the incoming 2.4.4.x series.

But... Did you considered alternatives? ReStock guys wouldn't want to adopt the patches themselves? I think that the Add'On maintainer is the preferable way for publishing these things, as it prevents Updating Fest when an Add'On change something - only the changed Add'On needs to be republished, and not everybody else.

Another possibility is you publishing yourself the Add'On, with both ReStock and TweakScale as dependencies. Something as "TweakScale_ReStock_Plugin", and I will help you in any way you need (including on how **not** to build a netkan file - 🤖).

The nice thing of this last option is that I'm going to do exactly that for the upcoming 2.5 TweakScale series - everything non Stock/Vanilla will be split into "Plugins" (or handed over to the Add'On maintainers willing to take care of it) and be maintained separately, and what would be the best time to start it but now? 🤖

What do you think? No wrong answers here. 🤖



Quote Edit

Posted September 11



👇 On 9/11/2019 at 5:49 PM, Lisias said:



Yeah, I can add it to the Experimental fork, and after validating it publish it on the incoming 2.4.4.x series.

But... Did you considered alternatives? ReStock guys wouldn't want to adopt the patches themselves? I think that the Add'On maintainer is the preferable way for publishing these things, as it prevents Updating Fest when an Add'On change something - only the changed Add'On needs to be republished, and not everybody else.

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handed over to the Add'On maintainers willing to take care of it) and be maintained separately, and what would be the best time to start it but now? 🤖

What do you think? No wrong answers here. 🤖

Ok sounds Good, I will try Making it my own mod.



Quote

You like this



Posted September 12



Will all the configs stay within tweakscale or will I have to go and get the configs from other people because that would be a huge pain in the butt, being an end user all you want to do is download install and play not search for the configs you need for the 100 plus mods you may have. Or have i got this completely wrong



Quote



Posted September 12



What follows is a open brainstorming about the problems I see, not about your arguing. I'm not "fighting" you, I'm exposing problems that are happening (or I think it will) , and how to cope with them.

Of course, by solving "my" problems, we end up creating some others. This exchange of ideas is how we can try to reach a balance on the issue!

Fell free to mercilessly bash anything you think it's wrong on the argument. 🤖

▼ On 9/12/2019 at 5:43 AM, Virtualgenius said:



Will all the configs stay within tweakscale or will I have to go and get the configs from other people because that would be a huge pain in the butt, being an end user all you want to do is download install and play not search for the configs you need for the 100 plus mods you may have. Or have i got this completely wrong

The patches are rarely updated, so you will not have to download everything every time. You

will download only what's changed.

Downloading everything in a single ZIP is also a pain in the butt - every time a single file changes, you need to download the whole shebang. KAX had added a new part? You need to Download TweakScale again. NFA added a new part? You need to download TweakScale again. You don't use NFA or KAX? Too bad, you will have to download it nevertheless.

But if the patches are bundled with the Add'On, things are solved by themselves : you download the newest version for the Add'Ons you use, and you are set.

Another potential source of trouble are embedding deprecated versions of dependencies on the bundle. So if you have FuzzyTools, and bundle it to FancyAddOn and NiceAddOn, and then update FuzzyTools and release a new version for FancyAddOn, all the users need to be cautious to do not overwrite FuzzyTools when they download NiceAddOn - at least until the maintainer updates it. And now and then this doesn't happens.

How many 100 megabytes sized AddOns are "updated" when only the dependencies change? I just spend a good part of my night downloading 250 Megabytes from the exact same binary files under a new zip filenames (about 4 of them) because **one** dependency changed **15** files, I think a total of 350Kbytes of really new files. Had that Add'Ons not embedded all that dependencies, I would need to update only **one** with a couple megabytes only,

It's nuts, this is almost suicidal: old and deprecated Add'Ons (or dependencies) are the main source of crashes - and this long and troublesome series of posts on this thread from the last months shows it clearly.

So by going on the "everything and the kitchen's sink" bundle, you will be downloading things every time the same way. The only difference is the size of the downloading bundle, and how many times you will have to download the same thing again and again. And I'm not even talking about the hassle to keep updating everything from the maintainer's side of the things.

Alternatively, and this is indeed the best way of keeping your installment updated, use an Update Tool. KSP-AVC is a very handy tool, and [CKAN](#) besides some problems, do the job for a large portion of the userbase. I agree that they are far from perfection, but broken things can be fixed - how about to help these Add'On maintainers to perfect the tools by beta testing, bug reporting and helping on writing documentation and configuration files for Add'On maintainers? On Linux distros like Debian, packaging is a role by itself.

The convenience you think you have by having everything packed into a same file is minor. The burden you have by the need of downloading again everything, every time a single file changes - not to mention the risk of overwriting dependencies with older versions on the way - is far greater.

But most people don't see this burden, as they use a Update Tool to automate the thing. But if most people use an automated tool to update things, why we are still shoving everything

on a single file as default?

That said, the **project** being split in different packages doesn't mean that one cannot shove all the dependencies into a custom bundle and publish it. As long as the guy takes the responsibility to update the bundle and to properly support the thing, as I'm doing here, it's all clear. And yeah, it's something that I will probably have to do myself on TweakScale. 🤖

This is what I'm planning to do with the "TweakScale" entry on [CKAN](#) - using it as a meta-package, so the transition will be seamless to people that already use TweakScale nowadays:

- TweakScale
 - TweakScale-Core
 - TweakScale-**<AddOn-0>**-Plugin
 - Depends TweakScale-Core
 - Depends **<AddOn-0>**
 - TweakScale-**<AddOn-1>**-Plugin
 - Depends TweakScale-Core
 - Depends **<AddOn-1>**
 - TweakScale-**<AddOn-n>**-Plugin
 - Depends TweakScale-Core
 - Depends **<AddOn-n>**

Of course, I need to study netkan files a lot in order to accomplish this thing. And how to handle SpaceDock and CurseForge is something I still need to figure out.



Quote Edit

zer0Kerbal likes this

Posted September 12



▼ On 9/12/2019 at 12:34 PM, Lisias said:



his is what I'm planning to do with the "TweakScale" entry on [CKAN](#) - using it as a meta-package, so the transition will be seamless to people that already use TweakScale nowadays:

Did the same with the release of On Demand Fuel Cells (ODFC) - put the core in one and then the two packages of patches (not mutually exclusive) in another. Seems to be working very well.

I like and support this idea. Install the core plus none or one or more of the patch files.

seems to me the biggest pain is maintaining all the individual version / readme files - other than that - and a whole lot more initial setup work - all is well.

just for all that is nuclear - no miniavc.... have enough of those buggers floating around.

Edited September 12 by zer0Kerbal

 [Quote](#)

You and N3N like this



Posted September 12



is there a way to disable fatal error warning at start, i know im in trouble, i just enjoy it.


 [Quote](#)

You and zer0Kerbal like this



Posted September 12




 On 9/12/2019 at 5:11 PM, qromodynmc said:



is there a way to disable fatal error warning at start, i know im in trouble, i just enjoy it.

delete the parts it yells about? 🤖

 [Quote](#)

You like this



Posted September 12




Using BDB dev branch makes fatal error pls help

 [Quote](#)



Posted September 13



 On 9/12/2019 at 5:11 PM, qromodynmc said:



is there a way to disable fatal error warning at start, i know im in trouble, i just enjoy it.

Well.. Yep.

▼ On 9/12/2019 at 5:41 PM, zer0Kerbal said:

delete the parts it yells about? 🤖

This one is the one I recommend. But you don't need to manually delete the patch, you can hack your way into it.

On somewhere in the GameData (I like `GameData/___LOCAL/TweakScale/hacks`), put a file like this:

```
@PART[victim1,victim2,etc]:FINAL
{
    -MODULE[TweakScale],* { }
}
```

This will get rid of the TweakScale modules and keep your gaming safe. But then any savegame using that parts would suffer.

There's another option, if you know the problem is the benign kind (or are willing to take your chances). Use a OVERRULE.

Be advise that overrules... overrules TweakScale sanity checks. You will be at your own on this - but, hey, now you know it. 🤖

```
@PART[victim1,victim2,etc]:NEEDS[TweakScale]:FINAL
{
    @MODULE[TweakScale]
    {
        ISSUE_OVERRULE = "#72"
    }
}
```

▼ On 9/12/2019 at 6:16 PM, TheKSPBeginner said:

Using BDB dev branch makes fatal error pls help

I need your KSP.log **and** ModuleManager.ConfigCache . Publish it on a dropbox, google drive or something and link them here!

Edited September 14 by Lisias

Forgot a :FINAL on a patch



Quote Edit

zer0Kerbal likes this

Posted September 14



[@Lisias](https://drive.google.com/open?id=1J9IKWTPUUtRUVKbKetlgK7P7Z6dxAWN)



Quote

You like this



Posted September 14



Hi, I am also having an issue with a part. I tried to create a .cfg (this is what you meant by a file?) in Tweakscale/hacks to disable tweakscale for the 1 object having an issue but it did not seem to work. logs and my failed hack are in the drive below.

https://drive.google.com/drive/folders/1CdEwBcCxCDEEI5XiATYGkzmbK2TZ0x_a?usp=sharing



Quote



Posted September 14



▼ On 9/14/2019 at 10:24 AM, TheKSPBeginner said:



[@Lisias](https://drive.google.com/open?id=1J9IKWTPUUtRUVKbKetlgK7P7Z6dxAWN)

Wow! 69 FATALities. Almost as bad as one installment of mine, that got 172. 🤖

```
[LOG 09:10:25.892] [TweakScale] INFO: WriteDryCost Concluded :  
2443 parts found ; 0 checks failed ; 0 parts with hotfixes ; 0  
parts with issues overruled ; 69 Show Stoppers found; 9 Sanity  
Check failed; 1065 unscalable parts.
```

On the bright side, you have only 9 Sanity fails, and these 9 are due lack of proper support - no worries, these will be tacked down soon.

This was already detected and fixed [here](#). And the latest TweakScale has already the [HotFix](#) on the distribution file.

TL;DR: Contares problems can be fixed are follows:

- [Download](#) (click on the Raw button) or extract from the distribution file the TweakScale/Extras/TweakScale/HotFixes/Contares--TweakScale.cfg file.
- Move it into some place on your KSP installment. Be sure to remember where, as you would want to delete it once the Add'Ons maintainers fix the problem.
 - I suggest to use GameData/__LOCAL/TweakScale/HotFixes/
- Every time you update Contares, you will need to check if this HotFix is still needed. HotFixes brute force their way into the GameDatabase, and if Contares make any fix on it patches, they will be trashed in favor of the HotFix.

Well, this solves 18 issues at once. Now let's check the others. Let's check **Decoupler_1p5**.

```
[LOG 08:53:42.020] Applying update
TweakScale/patches/SquadExpansion/MakingHistory/Coupling/@PART[Decoupler_1p5] to
SquadExpansion/MakingHistory/Parts/Coupling/Decoupler_1p5.cfg
/PART[Decoupler_1p5]
[LOG 08:53:43.334] Applying update
TweakscaleMakingHistoryConfigs/Coupling/@PART[Decoupler_1p5]
to
SquadExpansion/MakingHistory/Parts/Coupling/Decoupler_1p5.cfg
/PART[Decoupler_1p5]
[LOG 08:53:51.497] Applying update EngineLight/decoupler-
configs/@PART[*]:HAS[@MODULE[Module*Decouple*]]:FOR[EngineLig
ht] to
SquadExpansion/MakingHistory/Parts/Coupling/Decoupler_1p5.cfg
/PART[Decoupler_1p5]
[LOG 08:54:36.089] Applying update
Kopernicus/Config/SolarPanels/@PART:FINAL to
SquadExpansion/MakingHistory/Parts/Coupling/Decoupler_1p5.cfg
```

Well... There's a lot of people patching Decoupler_1p5. This is not necessarily bad, as only double patching TweakScale is surely known to lead to problems. So we have to inspect every patch, what is a bit worksome. I will try to cut some work by inspecting the ConfigCache instead, with luck I can trace the source of the double patching inspecting the part directly:

```

UrlConfig
{
    parentUrl =
SquadExpansion/MakingHistory/Parts/Coupling/Decoupler_1p5.cfg
    PART
    {
        name = Decoupler_1p5
    <CUT>
    MODULE
    {
        name = TweakScale
        type = stack
        defaultScale = 1.875
        scaleFactors = 0.1, 0.3, 0.625,
1.25, 1.875, 2.5, 3.75, 5.0, 7.5, 10, 20
        incrementSlide = 0.01, 0.025, 0.025,
0.025, 0.025, 0.05, 0.05, 0.1, 0.1, 0.2
        type = stack
    }
}

```

MY GOD!! It's full of double patches!!!!

Well... Congrats. This is the worst patching I ever saw. 🤪 There's at least THREE guys shoving patches into this part, one of them is TweakScale default patches. On the bright side, this is one of the benign kind of rogue patching - everybody is shoving the same data into the part, so don't really matter what the datum being used. At least that.

The first and obvious one is TweakScaleMakingHistoryConfigs (and yeah, [an illustrious unknown](#)). Delete GameDatabase/TweakScaleMakingHistoryConfigs . I Don't know what is it, and who is still recommending to use it, and frankly, by this time, I strongly recommend to avoid using anything from someone that still tells you to use this thing for the following reasons:

- It's not available anywhere, I can't find a source for downloading it.
 - So I can't inspect it. I don't have a clue about what is this stunt!
 - So it doesn't comply with Forum Rules for Add`Ons
- It's almost a year that TweakScale actively supports Making History from the default installation files.
 - It's long the time this thing were necessary.
 - I once found a download link from Spacedock, but that entry was deleted from the site. Don't have a clue when.

I'm pretty sure there was a time that this patch was needed. But it's way long in the past already. 🤪

We found one, two more to go.

Let's check EngineLight. Simple mod (nice one!!!), and its patches doesn't touches TweakScale. **INNOCENT** #ghostRiderFeelings. 🤖

Now let's see [Kopernicus](#). I failed to understand why this is patching a Decoupler, but since this doesn't touch TweakScale neither, it's not the problem.

Well, I ran out of suspects. Only TweakscaleMakingHistoryConfigs appears to be playing a role on this. Since I counted 60 entries on the FATALities mentioning it, I'm pretty sure that by bluntly deleting `GameData/TweakscaleMakingHistoryConfigs` your installment should be fine.

If anything bad still remains, publish the new KSP.log and ModuleManager.ConfigCache here and I will look on it.!

Scale Safe! 🤖

▼ On 9/14/2019 at 5:28 PM, Strait_Raider said:

Hi, I am also having an issue with a part. I tried to create a .cfg (this is what you meant by a file?) in Tweakscale/hacks to disable tweakscale for the 1 object having an issue but it did not seem to work. logs and my failed hack are in the drive below.

https://drive.google.com/drive/folders/1CdEwBcCxCDEEI5XiATYGkzmbK2TZ0x_a?usp=sharing

Uh... I think I didn't explained correctly how to write the patch. Sorry. 🤖

```
@PART[S2Structural]:FINAL
{
    -MODULE[TweakScale],* { }
}
```

Get rid of the < and > . It was meant to denote something not literal - but sometimes I forget most people here are not techie guys, and from the ones that are, most of them are not die hard UNIX freaks as me (where I got used to this notation). I will fix the original post too.

UUGH... I also forgot an opening brace!! (the first one below :FINAL). Sorry! 🤖

Edited September 14 by Lisias

UGH =P



Quote Edit

Posted September 14



Nice.



Quote



Posted September 14



the warning told me to put this here so here it is:

Tweakscale Version: 2.4.3.3

KSP version:1.4.1

I almost certainly forgot something so let me know what I need to add

Thanks in advance



Quote



Posted September 14



▼ On 9/14/2019 at 8:12 PM, DoritoPanda1423 said:



the warning told me to put this here so here it is:

Tweakscale Version: 2.4.3.3

KSP version:1.4.1

I almost certainly forgot something so let me know what I need to add

Thanks in advance

KSP.log and ModuleManager.ConfigCache, please! 🙄



Quote

Edit

Posted September 14



▼ On 9/14/2019 at 8:50 PM, Lisias said:



KSP.log and ModuleManager.ConfigCache, please! 🙄

Do i attach them or paste them in as text?



Quote



Posted September 14

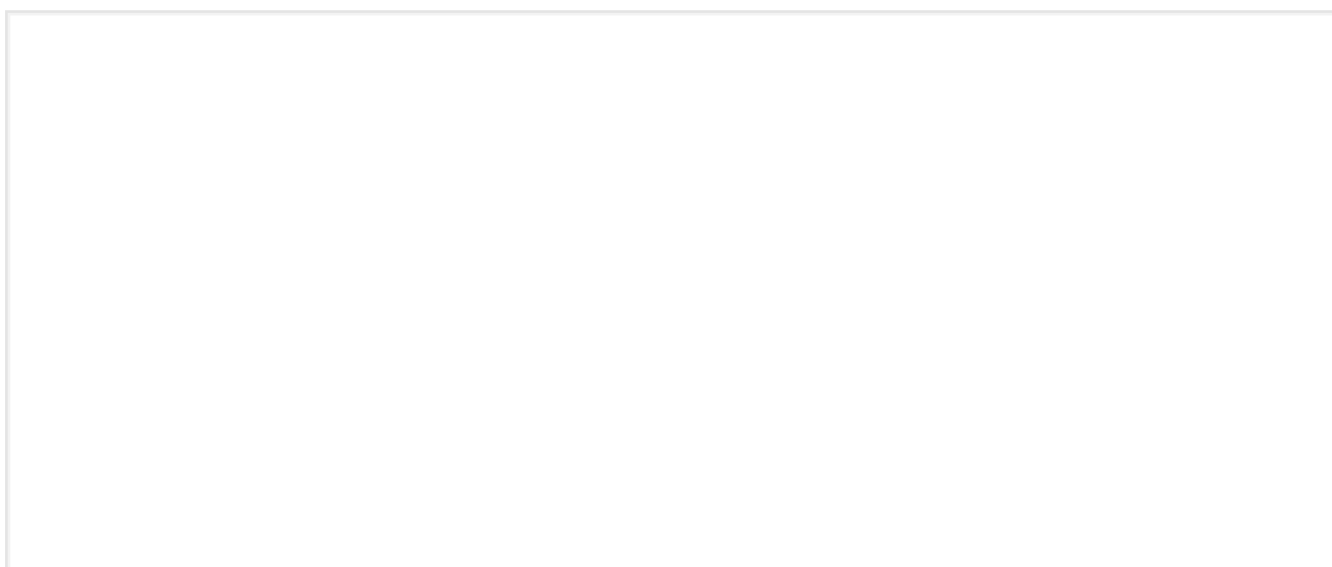


On 9/14/2019 at 8:53 PM, DoritoPanda1423 said:



Do i attach them or paste them in as text?

Publish them on DropBox, GoogleDrive or some other file sharing service. A full explanation on the matter can be found here:



Quote

Edit

Posted September 14



[ModuleManager.ConfigCache](#)

[KSP.log](#)



Quote

James Kerman likes this



Posted September 14



On 9/14/2019 at 9:08 PM, DoritoPanda1423 said:

[ModuleManager.ConfigCache](#)

[KSP.log](#)

E lavamos nozes! ("And we wash walnuts" - a joke with "E lá vamos nós", that sounds like "e lavamos nozes", that translated goes to "and we wash walnuts" - yeah. late night already).

➤ Reveal hidden contents

Ugh!!!! 🤖

```
[LOG 17:39:52.559] [TweakScale] INFO: WriteDryCost Concluded :  
708 parts found ; 0 checks failed ; 0 parts with hotfixes ; 0  
parts with issues overruled ; 371 Show Stoppers found; 0 Sanity  
Check failed; 317 unscalable parts.
```

Dude, we have a winner. Half the parts on your installment has a FATALity. Worst, the DryCostWriter is failing a lot too:

```
[LOG 17:39:52.605] [TweakScale] ERROR: part=parachuteRadial  
(Mk2-R Radial-Mount Parachute) Exception on Sanity Checks  
: System.NullReferenceException: Object reference not set to an  
instance of an object  
    at TweakScale.PrefabDryCostWriter.checkForSanity (.Part p)  
[0x00000] in <filename unknown>:0  
    at TweakScale.PrefabDryCostWriter+<WriteDryCost>d__3.MoveNext  
( ) [0x00000] in <filename unknown>:0
```

However, this is going to be easier than I had feared! Relax, the fix is simple. There're more than one copy of TweakScale on your GameData. That enormous amount of Exceptions are due a Toe Stomping Fest between TweakScale 2.4.3.4 and this evil older brother, TweakScale 2.4.3.3. 🤖

```
Scale v2.4.3.4
Scale_Redist v1.0.0.0 / v2.4.3.4
RasterPropMonitor v0.30.6.14937
KerbetrotterTools v1.2.10.0
Stock assembly: KSPSteamCtrlr v0.0.1.35
TimeControl v2.9.6.0
KSPe.Light.TweakScale v2.1.0.13
Scale v2.4.3.3
Scale_Redist v1.0.0.0 / v2.4.3.4
```

By accident, something had extracted a copy of TweakScale on the wrong place:

```
[LOG 17:34:49.082] AssemblyLoader: Loading assembly at
D:\Steam\steamapps\common\Kerbal Space
Program\GameData\GameData\TweakScale\Plugins\KSPe.Light.TweakSc
ale.dll
[LOG 17:34:49.114] AssemblyLoader: Loading assembly at
D:\Steam\steamapps\common\Kerbal Space
Program\GameData\GameData\TweakScale\Plugins\Scale.dll
[LOG 17:34:50.364] AssemblyLoader: Loading assembly at
D:\Steam\steamapps\common\Kerbal Space
Program\GameData\TweakScale\Plugins\KSPe.Light.TweakScale.dll
[LOG 17:34:50.378] AssemblyLoader: Loading assembly at
D:\Steam\steamapps\common\Kerbal Space
Program\GameData\TweakScale\Plugins\Scale.dll
```

Delete D:\Steam\steamapps\common\Kerbal Space
Program\GameData\GameData and everything will be alright!!

Edited just now by Lisias

Fixing the animated gif



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

James Kerman likes this

Posted September 14



▼ On 9/14/2019 at 10:05 PM, Lisias said:



E lavamos nozes! ("And we wash walnuts" - a joke with "E lá vamos nós", that sounds like "e lavamos nozes", that translated goes to "and we wash walnuts" - yeah. late night already).

Ugh!!!! 🤖

```
[LOG 17:39:52.559] [TweakScale] INFO: WriteDryCost
Concluded : 708 parts found ; 0 checks failed ; 0 parts
with hotfixes ; 0 parts with issues overruled ; 371 Show
Stoppers found; 0 Sanity Check failed; 317 unscalable
parts.
```

Dude, we have a winner. Half the parts on your installment has a FATALity. Worst, the DryCostWriter is failing a lot too:

```
[LOG 17:39:52.605] [TweakScale] ERROR: part=parachuteRadial
(Mk2-R Radial-Mount Parachute) Exception on Sanity Checks
: System.NullReferenceException: Object reference not set
to an instance of an object
    at TweakScale.PrefabDryCostWriter.checkForSanity (.Part
p) [0x00000] in <filename unknown>:0
    at TweakScale.PrefabDryCostWriter+
<WriteDryCost>d__3.MoveNext () [0x00000] in <filename
unknown>:0
```

However, this is going to be easier than I had feared! Relax, the fix is simple. There're more than one copy of TweakScale on your GameData. That enormous amount of Exceptions are due a Toe Stomping Fest between TweakScale 2.4.3.4 and this evil older brother, TweakScale 2.4.3.3. 🤖

```
Scale v2.4.3.4
Scale_Redist v1.0.0.0 / v2.4.3.4
RasterPropMonitor v0.30.6.14937
KerbetrotterTools v1.2.10.0
Stock assembly: KSPSteamCtrlr v0.0.1.35
TimeControl v2.9.6.0
KSPe.Light.TweakScale v2.1.0.13
Scale v2.4.3.3
Scale_Redist v1.0.0.0 / v2.4.3.4
```

By accident, something had extracted a copy of TweakScale on the wrong place:

```
[LOG 17:34:49.082] AssemblyLoader: Loading assembly at
D:\Steam\steamapps\common\Kerbal Space
Program\GameData\GameData\TweakScale\Plugins\KSPE.Light.Twe
akScale.dll
[LOG 17:34:49.114] AssemblyLoader: Loading assembly at
D:\Steam\steamapps\common\Kerbal Space
Program\GameData\GameData\TweakScale\Plugins\Scale.dll
[LOG 17:34:50.364] AssemblyLoader: Loading assembly at
D:\Steam\steamapps\common\Kerbal Space
Program\GameData\TweakScale\Plugins\KSPE.Light.TweakScale.d
ll
[LOG 17:34:50.378] AssemblyLoader: Loading assembly at
D:\Steam\steamapps\common\Kerbal Space
Program\GameData\TweakScale\Plugins\Scale.dll
```

Delete D:\Steam\steamapps\common\Kerbal Space
Program\GameData\GameData and everything will be alright!!

I'll Try it out now

 [Quote](#)



Posted September 16



I recently updated TweakScale and reinstalled KSP Interstellar Extended then launched KSP and after loading got the warning about fatal parts and to send my [ksp.log](https://www.kerbalspaceprogram.com/wiki/KSP_Log) file here for help.

Thanks in advance

Edited September 16 by OSCARWB

 [Quote](#)



Posted September 16



 On 9/14/2019 at 5:46 PM, Lisias said:



The first and obvious one is TweakscaleMakingHistoryConfigs (and yeah, [an illustrious unknown](#)). Delete GameDatabase/TweakscaleMakingHistoryConfigs . I Don't know what is it, and who is still recommending to use it, and frankly, by this time, I strongly recommend to avoid using anything from someone that still tells you to use this thing for the following reasons:

I think the problem is that it comes up in [CKAN](#) when you type Tweakscale. A lot of people might assume when they see it, that TMHC exists because Tweakscale natively doesnt support MH. I also thought this and briefly had it installed at some point before realizing MH was already covered. I think having TMHC marked as incompatible with tweakscale in the your netkan might help with this issue.

TMHC is marked as max KSP version of 1.4 but a lot of people enable older versions to access mods which arent explicitly updated for the current version. Not 100% sure if this is the source but at least if you can shut it down this way it will reduce it somewhat.

Edited September 16 by Zorg

 Quote



Posted September 16



So i'm a massive doink who knows less about computers than a senile 90 year old but i think i have copied everything you need in here

https://drive.google.com/drive/folders/1kT3K9NTelQ7nAon0BnDqx3-B3-Op07_W6e

 Quote



Posted September 16



Hello [@DodoOnTheMün](#),

It appears your link is locked and you may need to allow permission for the folder to be available to the public.

 Quote



Reply to this topic...



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NEXT UNREAD TOPIC



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