

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

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

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N3N

Sr. Spacecraft Engineer



Members

+ 48

313 posts

Posted September 2

[Report post](#)

On 9/1/2019 at 8:06 PM, Lisias said:

Hey... "The Helpful Grumpy". Another good name for a [Rock Band!](#) 🤖

➡ [Reveal hidden contents](#)

Scale safe! 🤖

THANK YOU!



Quote

You like this

**asaurus1**

Posted September 2

[Report post](#)

Bottle Rocketeer



Members



13 posts

Recently started up my KSP after installing the "Tweakscale Configs for Making History" mod from [CKAN](#) (because I thought, "Oh, maybe I need these to use Tweakscale for MH parts") and was confronted by the "FATAL ERROR" warning at the menu screen. I am guessing this "configs for making history" is an out-dated mod and was somehow overwriting TweakScale's built-in changes. I removed the "Configs for making history" mod and all is well again.



Quote

You and Black034 like this



Tsani

Bottle Rocketeer



Members



9 posts

Posted September 2

Report post



On 9/2/2019 at 5:52 AM, Lisias said:



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

No, but how about a cup of coffee, a donut and good thoughts?



Quote

You like this



Dizor

Spacecraft Engineer



Members



Posted September 2

Report post

[@Lisias](#) thank you for supporting this mod. But I'm here to report a bug.

Some parts are not scalable because of this:

119 posts
Location: Ukraine

```
389 @PART[Size3to2Adapter] // Kerbodyne ADTP-2-3
390
391 {
392     $MODULE[TweakScale]
393     {
394         type = stack_square
395         defaultScale = 3.75
396     }
397 }
398
399 @PART[Size3to2Adapter_v2] // Kerbodyne ADTP-2-3 for KSP >= 1.6
400 {
401     $MODULE[TweakScale]
402     {
403         type = stack_square
404         defaultScale = 3.75
405     }
406 }
407
408 @PART[mk2_1m_Bicoupler]
```

I have checked this and replaced tabs with spaces. Part became scalable.



Quote

You like this



Press "B" and take kerbal closer to air

Adjust navball markers scale, colors and beh

Lisias

Boldly crashing what no Kerbal
has crashed before!



Members

+ 2,314

2,425 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

Posted September 2 (edited)

Report post



On 9/2/2019 at 6:47 PM, Dizor said:



@Lisias thank you for supporting this mod. But I'm
here to report a bug.

Some parts are not scalable because of this:

<https://i.vgy.me/OTyrLj.png>

I have checked this and replaced tabs with spaces.
Part became scalable.

Humm... Interesting.

```
[LOG 13:31:06.328]
Config(@PART[Size3to2Adapter_v2])
TweakScale/patches/Squad/Squad_Tanks/@P
ART[Size3to2Adapter_v2]
```

This is the only mention for a patch on my test installment for this part. It should exist a new line with "Applying", but none was found. Also, on the ConfigCache, there's no Module TweakScale for this part.

```
@PART[Size3to2Adapter] // Kerbodyne ADTP-2-3
{
  ...%MODULE[TweakScale]
  ...{
    ...type = stack_square
    ...defaultScale = 3.75
  }
}

@PART[Size3to2Adapter_v2] // Kerbodyne ADTP-2-3 for KSP >= 1.6
{
  Δ %MODULE[TweakScale]
  Δ {
  Δ Δ type = stack_square
  Δ Δ defaultScale = 3.75
  Δ }
}

@PART[mk2_1m_Bicoupler]
{
  ...%MODULE[TweakScale]
  ...{
    ...type = stack
    ...defaultScale = 1.25
  }
}
```

~~So, yeah. You found a bug on Module Manager! Congrats!~~



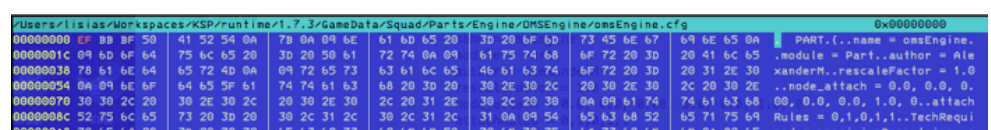
~~It's a Module Manager bug (and not TweakScale) because, well, MM is the one applying the patches—every single config file from Squad on my installment use TABs!~~

```

ipaces/KSP/runtime/1.7.3/GameData/Squad/Parts/Engine/OMSEngine/omsEngine.cfg (functions)
PART~
{~
Δ name = omsEngine~
Δ module = Part~
Δ author = AlexanderM~
Δ rescaleFactor = 1.0~
Δ node_attach = 0.0, 0.0, 0.00, 0.0, 0.0, 1.0, 0~
Δ attachRules = 0,1,0,1,1~
Δ TechRequired = precisionPropulsion~
Δ entryCost = 2500~
Δ cost = 150~
Δ category = Engine~
Δ subcategory = 0~
Δ title = #autoLOC_500466.// #autoLOC_500466 = 0-10 "Puff" MonoPropellant Fuel Engine~
Δ manufacturer = #autoLOC_501639.// #autoLOC_501639 = Reaction Systems Ltd~
Δ description = #autoLOC_500467.// #autoLOC_500467 = When The 0-10 Engine was first unveiled, it w
Δ mass = 0.09~
Δ heatConductivity = 0.06.// half default~
Δ skinInternalConductionMult = 4.0~
Δ emissiveConstant = 0.8.// engine nozzles are good at radiating.~
Δ dragModelType = default~
Δ maximum_drag = 0.2~
Δ minimum_drag = 0.2~
Δ angularDrag = 2~
Δ crashTolerance = 7~
Δ maxTemp = 2000.// = 3600~
Δ PhysicsSignificance = 1~
Δ bulkheadProfiles = srf~
Δ tags = #autoLOC_500468.// #autoLOC_500468 = maneuver manoeuvre orbital probe propuls (puff thrus
MODEL~
{~
Δ Δ model = Squad/Parts/Engine/OMSEngine/Puff_v2~
Δ Δ scale = 2.4, 2.4, 2.4~
Δ }~
EFFECTS~
{~
Δ Δ running~
Δ Δ {~
Δ Δ Δ AUDIO~
Δ Δ Δ {~
Δ Δ Δ Δ channel = Ship~
Δ Δ Δ Δ clip = sound_rocket_mini~
Δ Δ Δ Δ volume = 0.0 0.0~
Δ Δ Δ Δ volume = 1.0 0.5~

```

Moreover, they have the BOM (Unicode's Byte Order Marker) char on the start of the file. On the example below, is [BF BB BF](#). So, this is the standard followed by Squad, so we should make sure we can read these files alright.



The image shows a hex editor view of the file `omsEngine.cfg`. The first three bytes are `BF BB BF`, which is the UTF-8 BOM. The rest of the file contains the configuration data in a structured format, with comments and values separated by spaces and tabs.

However, and you have a point, by getting rid of the TABs I can make things to work now. And every other entry on that file is using spaces, so besides technically correct, that entry is out of the line for that file. (and I will make tests with TABs only files too).

I will workaround on this Module Manager bug on the next release. Thanks for pinpoint it.

This should render a bug report on Module Manager. Do you want to do it yourself?

— POST EDIT —

Things are **worst** than you reported and I thought. On my machine, this part `Size3to2Adapter_v2` is not being patched **at all**. I tried converting everything to spaces, then everything to TABs, changed the EoL to UNIX and then to Windows and different combinations.

~~You got a problem, it's real. But your diagnosing is wrong. It's not related to TAB vs Space, it's something else (perhaps including the TABs vs Space). I don't have a clue about the reasons that this worked for you. In a way or another, I will not commit any change on TAB vs Space until I figure this out - I can ending up getting something else broken too.~~

~~--- POST POST EDIT ---~~

~~Well, it's a problem, but not a TweakScale's patch problem apparently. Something is not happening while the MM patching. Using a verbose debug release for TweakScale. I got this on the log:~~

```
[LOG 01:31:51.806] [TweakScale]
TRACE: Found part named
Size3to2Adapter ; title Kerbodyne
ADTP-2-3:
[LOG 01:31:51.806] [TweakScale]
TRACE: Part Size3to2Adapter has
module TweakScale
[LOG 01:31:51.806] [TweakScale]
TRACE: Checking Sanity for
Size3to2Adapter at
Squad/Parts/Structural/Size3To2Adapte
r/part/Size3to2Adapter
[LOG 01:31:51.806] [TweakScale]
TRACE: Checking Issue Overrule for
Size3to2Adapter at
Squad/Parts/Structural/Size3To2Adapte
r/part/Size3to2Adapter
[LOG 01:31:51.806] [TweakScale]
```

Observe that Size3to2Adapter is being inspected as expected (it was patched after all), but Size3to2Adapter.v2 is being listed as not having support for TweakScale - what's right, that thing wasn't patched after all.

The interesting bit is the ".v2" thingy. It's "_v2" everywhere on the log file, but on this specific log entry, it's ".v2"

This happens because KSP converts "_" to "." on runtime. Ok, perhaps a problem on MM on the "_->." conversion? Nope. Other parts are being patched alright:

```
[LOG 01:31:51.838] [TweakScale]
TRACE: Found part named RCSBlock.v2 ;
title RV-105 RCS Thruster Block:
[LOG 01:31:51.838] [TweakScale]
TRACE: Part RCSBlock.v2 has module
ModuleRCSFX
[LOG 01:31:51.838] [TweakScale]
TRACE: Part RCSBlock.v2 has module
FXModuleAnimateRCS
[LOG 01:31:51.838] [TweakScale]
TRACE: Part RCSBlock.v2 has module
TweakScale
[LOG 01:31:51.838] [TweakScale]
TRACE: Checking Sanity for
RCSBlock.v2 at
Squad/Parts/Utility/rcsBlockRV-
105_v2/rcsBlockRV-105/RCSBlock_v2
[LOG 01:31:51.838] [TweakScale]
```

~~Just for the lulz, I changed the patch to use ".v2" on the name. Obviously, it didn't worked — but I had to be sure, as we are handling a probable misbehaviour somewhere .~~

~~I tried this stunt down to Module Manager 3.1.3, no dice. Removing both the DLCs makes no difference, it's not related to a DLC.~~

Dude, I need your KSP.log and ModuleManager.ConfigCache. Please delete the cache and generate a new one, and then publish it to me together the KSP.log.

Edited September 3 by Lisias

yeah. right. more one anecdote to tell on a bar with my friends!



Quote Edit

Dizor, DarthIgius and kcs123 like this

Everybody borks. — Gregory Kerman

Dizor

Spacecraft Engineer



Posted September 3

Report post

Wow! Such a deep investigation! The situation is really strange.



Members

+ 192

119 posts

Location: Ukraine

On 9/2/2019 at 8:50 PM, Lisias said:

Dude, I need your KSP.log and
ModuleManager.ConfigCache.

Ok, i can send you this in 3 hours or so.



Quote

You like this



Press "B" and take kerbal closer to air! ✕

Adjust navball markers scale, colors and beh



Dizor

Spacecraft Engineer



Members

+ 192

119 posts

Location: Ukraine

Posted September 3 (edited)

Report post

@Lisias logs and updated cfg:

<https://drive.google.com/file/d/16to6UZ7irp4Fy49I195PmR1I2pb5HmDt/view?usp=sharing>

When I deleted the **ModuleManager.ConfigCache** and **ModuleManager.ConfigSHA** I was unable to get **Size3To2Adapter_v2** resizable even with **Squad_Tanks.cfg** modified.

But eventually I managed to get this part resizable. If I remember correctly my steps were:

1. Remove **TweakScale** and **__LOCAL** folders from **GameData**.
2. Remove **ModuleManager.ConfigCache** and **ModuleManager.ConfigSHA**. Clear KSP log files.
3. Download latest **TweakScale** and unpack **GameData** and **Extras** to KSP folder. Remove old **MM** dll.
4. Modify **GameData\TweakScale\patches\Squad\Squad_Tanks.cfg** - replace tabs with 4 spaces, remove 1 empty extra line (line 390).
5. Run game. Result is:



KSP 1.7.3 with no DLCs

GameData content:

```
__LOCAL\  
000_ClickThroughBlocker\  
000_TexturesUnlimited\  
000_Toolbar\  
001_ToolbarControl\  
Squad\  
TweakScale\  
ModuleManager.ConfigCache  
ModuleManager.ConfigSHA  
ModuleManager.Physics  
ModuleManager.TechTree  
ModuleManager.4.0.2.dll  
toolbar-settings.dat  
unBlur.0.5.0.dll
```

Edited September 3 by Dizor



Quote

You like this



Press "B" and take kerbal closer to air

Adjust navball markers scale, colors and beh



Lisias

Boldly crashing what no Kerbal
has crashed before!



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SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

Posted September 3

Report post



On 9/3/2019 at 2:13 PM, Dizor said:



@Lisias logs and updated cfg:

<https://drive.google.com/file/d/16to6UZ7irp4Fy49I195PmR1I2pb5HmDt/view?usp=sharing>

When I deleted the **ModuleManager.ConfigCache** and **ModuleManager.ConfigSHA** I was unable to get **Size3To2Adapter_v2** resizable even with **Squad_Tanks.cfg** modified.

But eventually I managed to get this part resizable. If I remember correctly my steps were:

<CUT by me>

Thanks. I will check again by night. The interesting thing is that MM apparently is going fine with patches using TABs and Spaces, at least on my tests. So I find somewhat hard to believe that the TAB->Space stunt is the root cause, but only a trigger or symptom.

Your procedure (starting from scratch) appears to corroborate my thesis, but hey... Now **we have a procedure!** If I manage to reproduce this, I can diff everything on the folder to hunt differences and then, with a bit of luck, this can hint the root cause of the mess.

Thanks for the report and the procedure! 🤖



Quote Edit

DarthIgius likes this

Everybody borks. — Gregory Kerman✕

Dizor

Spacecraft Engineer



Posted September 3

Report post



@Lisias I think I found the root cause:

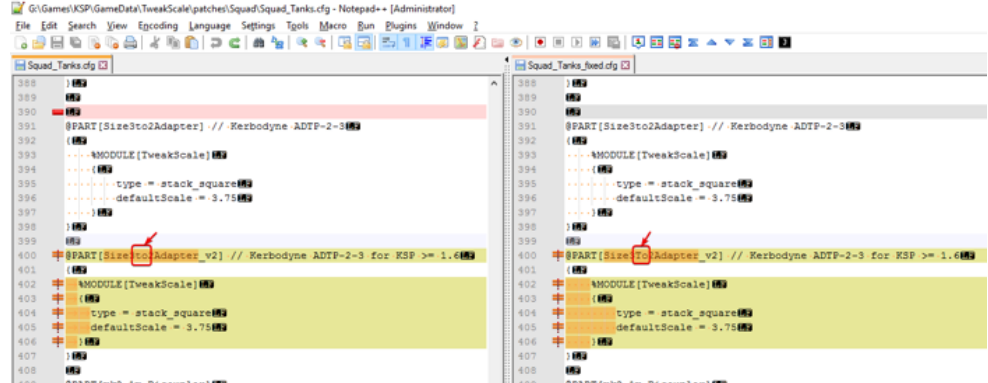


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Location: Ukraine



I remembered that in addition I tried to compare the part name with name from file **GameData\Squad\Parts\Structural\Size3To2Adapter_v2\Size2to3_v2.cfg**. Just in case.

Notepad++ was saying that the name is the same (because NP++ is case insensitive by default). I didn't noticed this and left the name **Size3To2Adapter_v2** like in the file **Size2to3_v2.cfg**



Quote

You like this



Press "B" and take kerbal closer to air

Adjust navball markers scale, colors and beh



linuxgurugamer

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



Members

+ 12,981

16,397 posts

Location: At SpaceTux Industries HQ

Posted September 3

Report post



On 9/3/2019 at 7:19 PM, Dizor said:



(because NP++ is case insensitive by default).

LOL and this is why I like GVIM, because by default it is case sensitive. Of course, lots of editors, and I suppose that NP++ can be configured to be case sensitive by default



Quote

You and zer0Kerbal like this



I stream on Twitch on Sunday evenings:

<https://www.twitch.tv/linuxgurugamer>

Read this BEFORE asking for

Lisias

Boldly crashing what no Kerbal
has crashed before!



Members

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Milkway ! OrionArm !

SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

Posted September 3 (edited)

Report post

On 9/3/2019 at 7:19 PM, Dizor said:

@Lisias I think I found the root cause:

Notepad++ was saying that the name is the same
(because NP++ is case insensitive by default). I didn't
noticed this and left the name **Size3To2Adapter_v2**
like in the file **Size2to3_v2.cfg**

Looking on the bright side - **this is a mistake that both of
us will never commit again.** 🤪

As soon as I manage to stop laughing my ass out (and
assuming I will survive the event), I will fix the thing and
publish a new release. 🤪

Damn. I will open an issue just to be sure to get this
remembered. 🤪 [edit: [Issue #71](#)]

On 9/3/2019 at 7:32 PM, linuxgurugamer said:

LOL and this is why I like GVIM, because by default it
is case sensitive. Of course, lots of editors, and I
suppose that NP++ can be configured to be case
sensitive by default

And this explains a weird thing happening with GREP - it
was not extracting the lines with the part name, just this
patch. Incredibly, this didn't ringed a bell last night. (and
this is the time in which I could use a nice #facepalm
emoticon!!!)

(and yeah, I'm still laughing)

— POST EDIT —

In our defense, [@Dizor](#),
on Squad/Parts/Structural/Size3To2Adapter/part.cfg the part name is **Size3to2Adapter** . With small "T".

On Squad/Parts/Structural/Size3To2Adapter_v2/Size2to3_v2.cfg the part is
named **Size3To2Adapter_v2** . With big "T".

Both of them are Structural parts on the Squad's book, while they ended up on the Tanks file on TweakScale - but this is something that I will leave as is.

This is a text book example for why a bad standard is better than no standard at all. 🤖 (if anyone use this on a class lecture, please send me a beer!). 🍺

Edited September 3 by Lisias

:D



Quote Edit

hypervelocity, zer0Kerbal and linuxgurugamer like this

Everybody borks. — Gregory Kerman ✕

Dizor

Spacecraft Engineer



Members

+ 192

119 posts

Location: Ukraine

Posted September 4

Report post



On 9/3/2019 at 7:43 PM, Lisias said:



I will fix the thing and publish a new release.

It would be good to have something like **unit test** to check whether all patches are formatted properly and stock parts names match the names from patches.

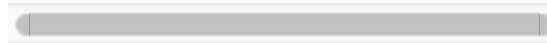


Quote

You like this



Press "B" and take kerbal closer to air! ✕



Lisias

Boldly crashing what no Kerbal
has crashed before!



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SouthAmerica ! Brazil !

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Posted September 4 (edited)

Report post

On 9/4/2019 at 6:47 AM, Dizor said:

It would be good to have something like **unit test** to check whether all patches are formatted properly and stock parts names match the names from patches.

The problem with unit tests is that they are software the same way the main product.

They suffer from bit rot too, and they need to be tested and maintained. And updated and the whole cycle redone on every changed feature.

Exactly as documentation. But *au contraire* of documentations, that usually can be carried out by non programmers, you need programmers to maintain the thing. And every hour spent maintaining a unit test is an hour not used for development.

So, the worst part is to find time and mood to spend on something that doesn't necessarily adds value to the product.

The second worst part is fixing a broken feature with an unit test - you have twice the work to do. And this work need to be done by a scarce human resource, the developer.

Creating Standards and following them is also a way to reach the same goal on this situation.

I once worked on an Agile Company. The Web 2.0 was still a thing, everything old was shining new again, and we did Scrum by the book.

And we didn't improved our product. After some months, every mistake or bug had to be worked twice: we had to rewrite the unit test, check it, double check it, and then work on the issue. So we just stopped adding features,

because we could not add new features without fixing what's broken, and we didn't have the time to rewrite the tests and the features for everything. Our metric was 1 to 1: half the product code base were tests.

Yeah. You know already. We had drown ourselves on technical debts. And the product ultimately failed. And failed on something that had a unit test for the damned thing. The company closed 3 months after I had leaved, so bad was the problem.

In order to write a unit test that adds value to the product, we need to weight the damage a mistake will do, the complexity of the code that would check it, the incidence of the problem on the field, and how hard is to eye ball the thing instead. *[And how often the thing is expected to change on its life cycle!]*

— — — POST EDIT — — —

Do you know what would be really handfull? A patch [lint](#) tool. Something that could be run by anyone against an installment, from end users to developers, and even added to the building cycle as an acceptance test. That would help everybody, and not only one or two devs.

Welcome to [McLisias AntiKraken](#). Now, if at least I didn't had a day job and could work all my time on these things *pro bono*... 🧐

Edited September 4 by Lisias

Less entertaining grammars :P



Quote Edit

zer0Kerbal and Dizor like this

Everybody borks. — Gregory Kerman ✕ ▾

Lisias

Boldly crashing what no Kerbal has crashed before!



Posted September 4

Report post

Hey, TweakScale 3.4.3.4 (I'm finishing the smoke tests before officially releasing it) just found this:



Members

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2,425 posts

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SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

```
[LOG 22:05:43.641] [TweakScale]
WARNING: NULL ConfigNode for
Squad/Parts/Engine/liquidEngineLV-
1_v2/liquidEngineLV-1R
_v2/radialEngineMini_v2 (unholy
characters on the name?). Trying
partConfig instead!
```

<- ...SP/runtime/1.7.3/GameData/Squad/Parts/Engine/liquidEngineLV-1_v2 -.[^>		
.n id help everybody, and not only Name of two devs.	Size	Modify time
/..	UP--DIR	Jul 12 21:55
/Assets my time on these things pro bono...	272	Jul 12 21:54
*liquidEngineLV-1R _v2.cfg	6653	Jul 12 21:54
*liquidEngineLV-1_v2.cfg	5906	Jul 12 21:54

Confirmed downto KSP 1.7.0. **Hey, Squad! We are Brothers in Typos!** 🤖

Yeah... We really need that patch **lint** tool. 🤖

Everybody borks.

Gregory Kerman



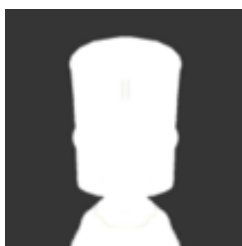
Quote Edit

kcs123, Dizor and zer0Kerbal like this

Everybody borks. — Gregory Kerman ✕

kcs123

Junior Rocket Scientist



Members

+ 751

2,270 posts

Posted September 5

Report post 🔄



On 9/4/2019 at 10:19 PM, Lisias said:



Confirmed downto KSP 1.7.0. **Hey, Squad! We are Brothers in Typos!** 🤖

Another confirmation that even proffesionals and veterans are not immune to mistakes 🤖.



Quote

You like this



[Official FAR Craft Repository](#) - show off your designs there ✕
or ask how to build one.

Craft examples - efficient crafts for FAR: [KCS Space Planes Craft Repository](#) - redefining term of light and heavy

payload.

Lisias

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SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

Posted September 5 (edited)

Report post

On 9/5/2019 at 12:07 PM, kcs123 said:

Another confirmation that even proffesionals and
veterans are not immune to mistakes 🤖.

There's only one way to do not make mistakes - **doing**
nothing. 🤖

And that's the reason we work on Standards, lint tools,
testings, etc. So we can detect the mistakes and fix them
before they do some damage on the field. Some will
always leak, it's the human nature. But the less of them, the
better. 🤖

And some mistakes are really easy to automate a check
and prevent them.

Edited September 5 by Lisias

this time was the auto-complete!!



Quote Edit

kcs123 likes this

Everybody borks. — Gregory Kerman✕

SpaceN00b

Rocketeer



Members

+ 21

38 posts

Posted September 5

Report post

Ok so i am getting a fatal error from tweak scale and the
warning message told me to come here

KSP log: [https://drive.google.com/open?
id=1u2SdUfEQdUSead0ReodyHILj2UF-ihRD](https://drive.google.com/open?id=1u2SdUfEQdUSead0ReodyHILj2UF-ihRD)



Quote

You like this



Lisias

Posted September 5

Report post

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2,425 posts

Location: Universe ! Virgo !

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SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

On 9/5/2019 at 3:19 PM, SpaceN00b said:

Ok so i am getting a fatal error from tweak scale and
the warning message told me to come here

KSP log: [https://drive.google.com/open?
id=1u2SdUfEQdUSeadOReodyHILj2UF-ihRD](https://drive.google.com/open?id=1u2SdUfEQdUSeadOReodyHILj2UF-ihRD)

Go it. I'm pending permission to access the log. I sent a
request, I will be back to it later!



Quote Edit

SpaceN00b likes this

Everybody borks. — Gregory Kerman✕

SpaceN00b

Rocketeer



Members

+ 21

38 posts

Posted September 5

Report post

On 9/5/2019 at 5:03 PM, Lisias said:

Go it. I'm pending permission to access the log. I sent
a request, I will be back to it later!

ok i gave you permission



Quote

You like this



Lisias

Boldly crashing what no Kerbal
has crashed before!



Members

+ 2,314

2,425 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

Posted September 5

Report post

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the warning message told me to come here

KSP log: [https://drive.google.com/open?
id=1u2SdUfEQdUSeadOReodyHILj2UF-ihRD](https://drive.google.com/open?id=1u2SdUfEQdUSeadOReodyHILj2UF-ihRD)

Well... To tell you the true, you have 8 of them:

SolarSystem ! Earth ! America !
SouthAmerica ! Brazil !
SãoPaulo ! Capital ! Home !
LivingRoom ! MyChair

```
[LOG 14:11:16.366] [TweakScale]
WARNING: **FATAL** Found a
showstopper problem on M2X.Endcap
(Mk2 Airlock Adapter Endcap).
[LOG 14:11:16.962] [TweakScale]
WARNING: **FATAL** Found a
showstopper problem on MEMLander
(Munar Excursion Module (M.E.M.)).
[LOG 14:11:16.976] [TweakScale]
WARNING: **FATAL** Found a
showstopper problem on
SXTInlineAirIntake (XM-600 1.25m Air
Intake).
[LOG 14:11:16.977] [TweakScale]
WARNING: **FATAL** Found a
showstopper problem on SXTWingSmall
(Mk0B Small Modular Wing).
[LOG 14:11:16.977] [TweakScale]
```

The M2X.Endcap is an [already known issue](#), it is/was a glitch on Mk2 Expansion. My [pull request](#) was closed and [the fixes applied](#). The [1.8.6. release](#) has the fixes. Please update Mk2 Expansion.

The next 7 FATALities are also about glitches already fixed. Please update SXT, the [latest release](#) has these fixed. For some months already. 🤖

Scale Safe!! 🤖 (I think I need to pay a beer to Scott Manly for this!)



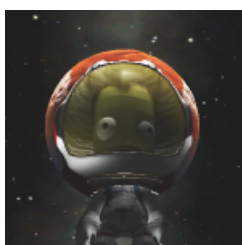
Quote Edit

sturmhauke and SpaceN00b like this

Everybody borks. — Gregory Kerman ✕ ▾

sturmhauke

SSTO Junkie



Members

Posted September 6

Report post 🔄



On 9/5/2019 at 3:00 PM, Lisias said:



There's only one way to do not make mistakes - **doing nothing**. 🤖

...And some mistakes are really easy to automate a check and prevent them.

+ 945

939 posts

Location: looking for more Δv

Automated testing is one aspect of what I like to call *strategic laziness*. The less drudgery you have to do, the more time you have for more interesting problems. Of course, you have to take care not to slip into plain old nonproductive laziness...



Quote

You like this



SpaceN00b

Rocketeer



Members

+ 21

38 posts

Posted September 6

Report post



On 9/5/2019 at 10:27 PM, Lisias said:



Well... To tell you the true, you have 8 of them:

```
[LOG 14:11:16.366] [TweakScale]
WARNING: **FATAL** Found a
showstopper problem on M2X.Endcap
(Mk2 Airlock Adapter Endcap).
```

```
[LOG 14:11:16.962] [TweakScale]
WARNING: **FATAL** Found a
showstopper problem on MEMLander
(Munar Excursion Module
(M.E.M.)).
```

```
[LOG 14:11:16.976] [TweakScale]
WARNING: **FATAL** Found a
showstopper problem on
SXTInlineAirIntake (XM-600 1.25m
Air Intake).
```

```
[LOG 14:11:16.977] [TweakScale]
WARNING: **FATAL** Found a
showstopper problem on
SYMingSmall (Mk2B Small Module
```

The M2X.Endcap is an [already known issue](#), it is/was a glitch on Mk2 Expansion. My [pull request](#) was

closed and [the fixes applied](#). The [1.8.6. release](#) has the fixes. Please update Mk2 Expansion.

The next 7 FATALities are also about glitches already fixed. Please update SXT, the [latest release](#) has these fixed. For some months already. 🤖

Scale Safe!! 🤖 (I think I need to pay a beer to Scott Manly for this!)

Hmm i had installed everything from [ckan](#) so i guess something on the mk2 and sxt [ckan](#) entries aren't up to date but that's ok and i got it fixed. Thanks for helping me out!!



Quote

You like this



Lisias

Boldly crashing what no Kerbal has crashed before!



Members

+ 2,314

2,425 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

Posted September 6 (edited)

Report post



On 9/6/2019 at 12:38 AM, sturmhauke said:



Automated testing is one aspect of what I like to call *strategic laziness*. The less drudgery you have to do, the more time you have for more interesting problems. Of course, you have to take care not to slip into plain old nonproductive laziness...

Yep. It's about the ending result and the costs you incur to get there.

How many times the thingy will change? How hard/costly is to automate a test? How hard/costly is to manually inspect it instead? How bad is the damage done when it happens? How many people are affected?

Every single automated test will steal development time to be created and maintained. You do too much of them, you end up stalling your development.

Using this very mistake of mine: every single new V2 part has the very same name of the original, but one. I borked on that one, because I assumed that every part would follow that pattern - what was a very sensible assumption, by the way.

A fellow Kerbonaut detect the symptom, and both of us 'wasted' a couple hours each on the final diagnosing. (I spent a bit more chasing my tail, but this is already standard procedure! 🤖)

Now, what's the most productive measure to cope with this problem? Well... Nothing!

Once Squad adds a new part, that part is not renamed. Ever. So this will never happen again. At least on TweakScale.

An automated tool to prevent this mistake to happen again will cost a lot of efforts, as I need not only to code a solution, but I have to 'teach it' when a patch is good, when it's not, what's a part name, how to understand to which part a patch is related too, to whom belongs each partname... A lot of metadata. And then all of this will need to be revised every new KSP version, because some established pattern can change again.

All of this at the expenses of my free time, free time that could be used improving TweakScale or helping someone here to diagnose a rogue patching.

Alternatively, had the developer followed the pattern (just add '_V2' on an existing partname), this could be had prevented. And a lint to check if every '_V2' part has a equivalent older partname is absolutely way easier to implement and maintain than what I had proposed above.

"Fail early, fail often".

— — —

That said, this doesn't means that I will ignore the issue from now. I already have an artifact to detect new parts between KSP versions (a UNIX find with grep on both installments followed by a diff). What will happens is that I will pay more attention on the casing of the name, since I lost confidence on the (lack of) Standards on the product.

And this is not about the mistakes (that happens all the time), it's about they are not being detected and fixed when possible.

People borks, don't fails. Process fails.

Edited September 6 by Lisias

Kraken damned Autocompletes



Quote Edit

sturmhauke and linuxgurugamer like this

Everybody borks. — Gregory Kerman✕

FreeThinker

Interstellar Engineer



Members

+ 3,076

7,806 posts

Posted September 7

Report post

@Lisias I just noticed that tweakscale does not scale power consumption on ModuleActiveRadiator, is this an oversight?



Quote



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

Lisias

Boldly crashing what no Kerbal has crashed before!



Members

+ 2,314

2,425 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

Posted September 7

Report post



On 9/7/2019 at 3:56 PM, FreeThinker said:



@Lisias I just noticed that tweakscale does not scale power consumption on ModuleActiveRadiator, is this an oversight?

No. [A Work In Progress](#). Beta testers are welcome - detecting and fixing problems on user's installment to prevent them from crashing had eaten most of my free time in the last months. 🤖



Quote Edit

Everybody borks. — Gregory Kerman✕



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