

[>= 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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Speadge

Spacecraft Engineer



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Posted November 10, 2018

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hi,

so you accidentally call Testflightcore in Scale.cs without checking if it is installed?



Quote



Lisias

Boldly crashing what no Kerbal has crashed before!



Posted November 11, 2018 (edited)

[Report post](#) 

On 11/3/2018 at 6:10 PM, linuxgurugamer said:

change the code, so that instead of running at the main menu, run at the space center screen. That will hopefully avoid any other race conditions

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I had cooked not only one, but **TWO** possible solutions. But I'll need some time to implement and test them before a proposal.

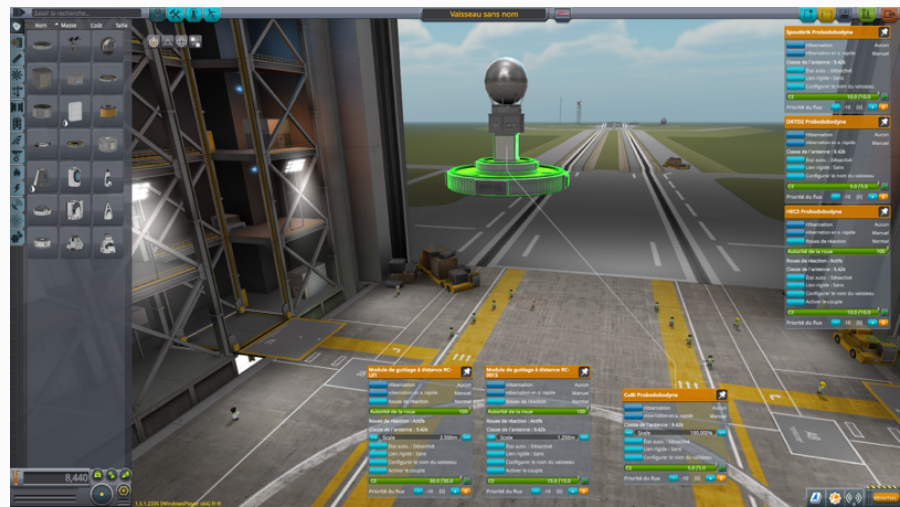
Until there, I will jump suit with you and move the thing to the Space Center. Currently, only TechTree and Physics mods are using SpaceCenter as a starting point to instrument KSP internals, so I (probably) be fine doing that.

Dude... This is going to be "interesting". 🤖

On 11/10/2018 at 8:18 AM, Le-chimiste said:

Hi, i am new here.

In the past we can tweak all the core parts and now only some of them, why ?



~~Interesting, I didn't had this problem on my games (or didn't noticed...). I'll give a look on a clean install, but I will probably need your KSP.log in order to check this. See this [article](#) for how to publish it (use github's gist or pastebin, posting LOGs on Forum is discouraged by the Moderators - it overloads the system).~~

NOPS. The behaviour on my test installment is consistent.

➤ Reveal hidden contents

It's an issue specific to KSP 1.5.1 and TweakScale must be updated to cope with that.

I created an [issue](#) on github, if you want to track it.

Edited November 11, 2018 by Lisias

moar info on the issue.

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

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

Lisias

Boldly crashing what no Kerbal has crashed before!



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Posted November 11, 2018 (edited)

[Report post](#)



On 11/10/2018 at 10:41 PM, Speadge said:



hi,

so you accidently call Testflightcore in Scale.cs without checking if it is installed?

Nope. The interface for the Testflightcore is loaded into a attribute called tfInterface, and before trying using it, the method aborts if the atribute is null. See lines 135 and 477 from the [source](#).

```
private void updateTestFlight()  
{  
    if (null == tfInterface)  
  
return;
```

— POST — EDIT —

On the line 163, "CallUpdaters" is inside a TryCatch that logs an Exception on exceptions. CallUdaters calls updateTestFlight , the one what could be doing such a mess. So, if this code were being triggering an exception, we would had a log on it.

CallUpdaters is also called from OnTweakScaleChanged, that it's called on lines 343 and 732. No TryCatch on these calls, so a Stack Dump would happen for **sure** on your kSP log.

The absence of such entries on my log suggests that's TweakScale is not directly involved on the mess.

Edited February 16 by Lisias

MOAR INFO. and a delightful typo. =P



Quote Edit

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

Speadge

Spacecraft Engineer



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Posted November 11, 2018 (edited)

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On 11/11/2018 at 1:28 AM, Lisias said:



Nope. The interface for the Testflightcore is loaded into a attribute called tfInterface, and before trying using it, the method aborts if the attribute is null. See lines 135 and 477 from the [source](#).

```
private void
updateTestFlight()
{
    if (null ==
tfInterface) return;
```

leads anyway to an error in KSP log:

[ERR 01:32:32.344] ADDON BINDER: Cannot resolve assembly: TestFlightCore, Culture=neutral, PublicKeyToken=null

[ERR 01:32:32.353] ADDON BINDER: Cannot resolve assembly: TestFlightCore, Culture=neutral, PublicKeyToken=null

not essential - but its an error cause it cant be loaded :-/
Do you think there might be a clean way to program around it / catch this error since it is expected?

Edited November 11, 2018 by Speadge



Quote



Lisias

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Posted November 11, 2018 (edited)

Report post



On 11/11/2018 at 6:07 AM, Speadge said:



leads anyway to an error in KSP log:

```
[ERR 01:32:32.344] ADDON BINDER: Cannot resolve  
assembly: TestFlightCore, Culture=neutral,  
PublicKeyToken=null
```

```
[ERR 01:32:32.353] ADDON BINDER: Cannot resolve  
assembly: TestFlightCore, Culture=neutral,  
PublicKeyToken=null
```

not essential - but its an error cause it cant be loaded
:-/

Do you think there might be a clean way to program
around it / catch this error since it is expected?

There're no errors about unsatisfied DLL dependencies on
my TestBeds using the latest TweakScale. I would hadn't
reproduced the problem from our colleague Le-chimiste if
it had.

I need your KSP.log and output.txt . This is not TweakScale.
Such an obvious error would be caught by my test beds, as
I used an internal version of some mods that blows up
everything if the DLLs are not correctly loaded making
such mishap impossible to pass unnoticed.

What lead you to think it could be TweakScale? There're
some stackdump mentioning it?

—POST—EDIT—

A bit of technical background:

The log messages that start with "**ADDON BINDER**"
happens on the early stages of KSP loading, while it loads
the DLLs it found on GameData. On this stage, not a single
AddOn had been instantiated yet. So, not a chance that a
code would provoke it.

Later, you will find logs messages like "**[AddonLoader]:
Instantiating addon**". This is the phase in which some
code is executed (the "Awake" method), and, so, it's where

something could go wrong like this:

It's the difference between Hard Dependencies and Soft Dependencies: Hard Dependencies break on the binding phase ("ADDON BINDER"), while Soft Dependencies happens on runtime, way after the binding.

But nothing of this is related to TweakScale (this time at least! 🤖) because the code you pinpointed is on the "OnLoad" method of a PartModule. This is executed while loading parts **way** after the "[AddonLoader]" stuff, that happens after the "ADDON BINDER" stuff.

So... You have a hard dependency problem. You (or something) installed a DLL hard bound to the TestFlightCore assembly, and there're no assembly on your GameData providing such assembly.

If you are on MacOS or Linux, you can get a listing of every DLL on your GameData using this command sequence:

```
cd $KSP_ROOT # $KSP_ROOT is where you
installed your KSP
cd GameData
find . -name "*.dll"
```

This will pinpoint an eventual loose DLL forgotten somewhere on your GameData (a mistake I did once took me some hours to diagnose).

Forget all what I said, I managed to reproduce the problem!!!

Edited November 13, 2018 by Lisias

problem reproduced



Quote Edit

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

Boldly crashing what no Kerbal
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I managed to reproduce the problem. It's
happening **WAY** after the loading phase. Something very
different from what I used to see is happening. @Speadge
, I would had detected this sooner with your KSP.org, please
provide one in the next occurrence.

```
[LOG 00:43:35.732] PartLoader:  
Compiling Part  
'AviationLights/Parts/lights/lightstr  
obe_white/lightstrobe_white'  
[LOG 00:43:35.812] PartLoader: Part  
'AviationLights/Parts/lights/lightstr  
obe_white/lightstrobe_white' has no  
database record. Creating.  
[LOG 00:43:35.821] DragCubeSystem:  
Creating drag cubes for part  
'lightstrobe.white'  
[LOG 00:43:35.881] PartLoader:  
Compiling Part  
'B9_Aerospace/Parts/Adapter_C125/Adap  
ter_C125/B9_Adapter_C125'  
[ERR 00:43:36.013] ADDON BINDER:  
Cannot resolve assembly:  
TestFlightCore - Culture-neutral
```

I don't have the slightest idea about what is happening
here! **Apparently** B9_Adapter_C125 was instrumented by
someone to have a MODULE entry with direct or indirect
hard dependency to TestFlightCore. This part has no
MODULE on the config file, so it's something being done by
someone else.

And this appears to be happening on PartLoading, so,
yeah, it's plausible that TweakScale would being fooled
into believing that TestFlightCore is installed - but I think
that TweakScale is trying to use someone else that have
this hard dependency. TweakScale only tries to use
TestFlightCore if it find that Interface on the system.

Problem is... I don't remember when and what I updated my
"production" (heavily modded) KSP on the last days, so I
don't have a starting point to start the investigation. This is
going to took some time.

And again, I don't see how one of these two statements:

```
tfInterface =  
Type.GetType("TestFlightCore.TestFlight  
Interface, TestFlightCore", false);  
  
bool valueAdded =  
(bool)tfInterface.InvokeMember("AddInte  
ropValue", BindingFlags.InvokeMethod |  
BindingFlags.Public |  
BindingFlags.Static, null, null, new  
System.Object[] { part, name, value,  
owner });
```

would trigger a "[ADDON BINDER]" error event (unless this is not an error, but a warning misnamed). TweakScale is dealing with Reflection, would this code being run, the message would be about "method not found", 'invalid call' or something like this.

And here, the Microsoft API Documentation where one can check what I'm saying:

https://docs.microsoft.com/en-us/dotnet/api/system.type.gettype?view=netframework-3.5#System_Type_GetType_System_String_System_Boolean

<https://docs.microsoft.com/en-us/dotnet/api/system.type.invokemember?view=netframework-3.5>

Edited November 13, 2018 by Lisias

updated URLs for 3.5 version



Quote Edit

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

Speadge

Spacecraft Engineer



Posted November 13, 2018 (edited)

Report post



On 11/13/2018 at 11:33 AM, Lisias said:



I managed to reproduce the problem. It's



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happening **WAY** after the loading phase. Something very different from what I used to see is happening.

@Speadge, I would have detected this sooner with your KSP.log, please provide one in the next occurrence.

Sorry, didn't plan to file a bug-report. Just wanted to ask if this is intentional / could be avoided.

Actually the error happens for me while loading phase. I had set up a debug-install for finding the cause of stuttering in my add-on-heavy game.

So I started with tweakscale - and already had this issue, which caused me asking you about it.

I thought there might be a way to check for testflight before referencing it...

KSP.log

<https://pastebin.com/SxUdF49Q>

edit: my assumption was, that it is caused by this section in the code:

Line 126:

➤ **Reveal hidden contents**

or

Line 475:

➤ **Reveal hidden contents**

I didn't dig into this to get behind the code - so I might be totally wrong here 🤖

but since you are not using "testflightcore" somewhere else and referencing to a class here, not just a method....

Edited November 13, 2018 by Speadge



Quote

You like this



Lisias

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Posted November 13, 2018 (edited)

Report post



On 11/13/2018 at 2:09 PM, Speadge said:



Sorry, didnt plan to file a bug-report. Just wanted to ask if this is intentional / could be avoided.

Too late! 🤖

It's a bug. I don't know where, but it's a bug. And I have a policy of **ZERO** *unknown bugs* on my project. I can withhold *known bugs* - sometimes, it's cheaper (or even the only option) to learn how to live with a bug - but we need to **known** the Kraken damned bug! 🤖

On 11/13/2018 at 2:09 PM, Speadge said:



i didnt dug into this to get behind the code - so i might be totally wrong here 🤖
but since you are not using "testflightcore" somewhere else and referencing to a class here, not just a method....

I asked because in the (very likely event) the problem is not fixable by TweakScale, whatever I do will probably break again in the future, and knowing what leded you to TweakScale will allow me to document the problem there, so the next fellow will diagnose the problem sooner. Perhaps TweakScale is not part of the problem, but it costs very little to be part of the solution (once I find one). 🤖

In time, you did OK.

I'm a professional developer, I do this for living and have some background experience in big corporations. Sometimes, I forget I'm not working on a corporation anymore, and switch to "corporate mode" without being aware: one can think I'm annoyed or grumpy about the issue, but it's just how we "talk" on corporates: the minimum necessary, with objective questions and short answers - the less you talk, the less you have to explain later if something goes not exactly as it should. 🤖

Your report is welcome. It's a bug, and it should be handled. 🙄

Edited February 16 by Lisias

tyops as usulla...



Quote Edit

Speadge likes this

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

Lisias

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Posted November 13, 2018

Report post



in time, please leave de log only for some days - I will have time to investigate this in two or three days.



Quote Edit

Speadge likes this

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

Speadge

Spacecraft Engineer



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Posted November 13, 2018 (edited)

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On 11/13/2018 at 6:57 PM, Lisias said:



in time, please leave de log only for some days - I will have time to investigate this in two or three days.

cant you reproduce it with a clean install? (+tweakscale)

Edited November 13, 2018 by Speadge



Quote



Lisias

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Posted November 13, 2018

Report post



On 11/13/2018 at 6:58 PM, Speadge said:



cant you reproduce it with a clean install?

I will check tonight. I hope I don't, or I will have to cook up some new tools to help me on the smoke-tests I do once a build it done.

Currently, I "grep" for "[TwekScale]" looking for anomalies and/or idiosyncrasies and play a bit with some crafts designed specifically to test some internals. I never considered a [ADDON BINDER] error could happen later, after the game boots - it is (or was) my understanding that KSP scans and loads all add-on's DLL it finds on GameData on launch, and your report implies I was wrong on it.



Quote Edit

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

Lisias

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Posted November 13, 2018

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I killed some job time (don't tell my boss!) and... **YES**. This happens on a nearly clean GameData on KSP 1.4.5 + MH. Other versions at time allows.

Reveal hidden contents

So, yeah. I need new custom toys on my toolchain. TweakScale is the only one mentioning TestFlightCore right now, and the phase of the KSP bootup in which this happens is compatible with the code in which TweakScale probes TestFlightCore - on loading parts (note the parts database on the log!).

So, yeah. You are right. Not knowing how (allegedly) KSP works internally didn't prevented you from looking on the right place, as it happened to me. Thanks. 🤖

At the moment I don't think I can do anything about. Theoretically, TweakScale is doing everything by the book - it is asking to the runtime "Hey, did you have an Assembly around called "TestFlightCore"? If yes, give me a pointer to that "TestFlightCore.TestFlightInterface" thingy, please". The absence of a Warning and/or stackdumps from TweakScale indicates that the updateTestFlight method isn't, indeed, running so no harm is being done.

I think that the "error" itself is an error. It should be a Warning. Im also puzzled by the reason it's happening twice. 🤖



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

Speadge likes this

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

Speadge

Spacecraft Engineer



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Posted November 13, 2018 (edited)

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On 11/13/2018 at 7:47 PM, Lisias said:



I killed some job time (don't tell my boss!) [...]

have to set priorities in live 🤖

actually, in my log was a significant time gap between the two errors:

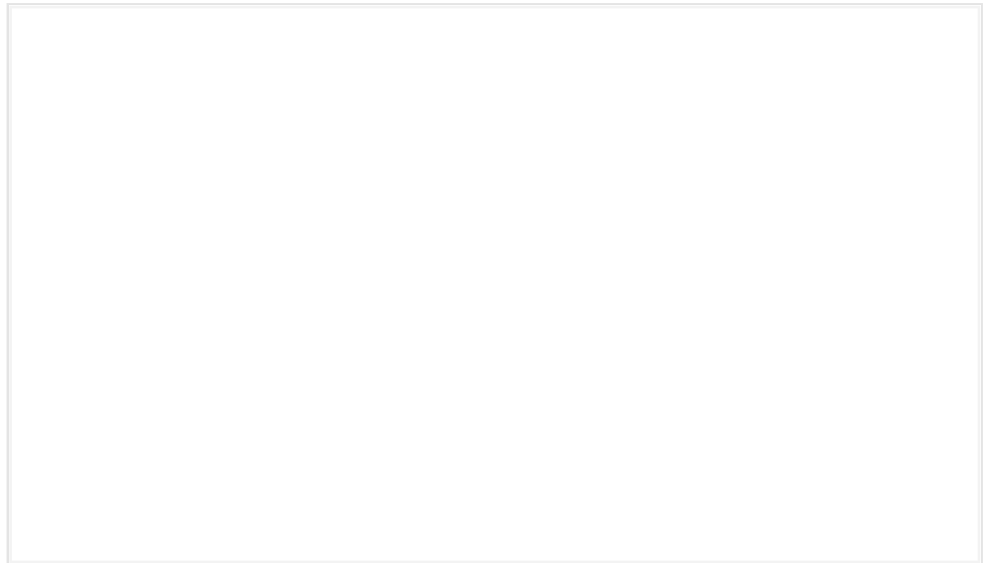
```
[ERR 17:06:44.878] ADDON BINDER: Cannot resolve  
assembly: TestFlightCore, Culture=neutral,  
PublicKeyToken=null
```

```
[ERR 17:06:44.887] ADDON BINDER: Cannot resolve  
assembly: TestFlightCore, Culture=neutral,  
PublicKeyToken=null
```

might indicate its kinda loop or sth processed here, not JUST this code processed once that generates two errors!?

Edit:

since we are already talking - is it a good timing to suggest some default TS patches for "StockalikeStationParts"?



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Edited November 13, 2018 by Speadge



Quote

You like this



AccidentalDisasse mbly

Junior Rocket Scientist



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Posted November 16, 2018 (edited)

Report post



Quick question about Firespitter's buoyancy feature: I can't seem to make it function properly. With default install of TweakScale, plus SXT (which contains parts that use FSBuoyancy, like the airplane floats or the crash pad bag things), scaling parts with FSBuoyancy up and down creates weird numbers. Example:

This is the part unmodified (defaultScale was set to 1.25 because of an error in the TS patch in SXT, but shouldn't matter) - the max floatBuoyancy is 50:



This is the part scaled up to 2.0x - note the mysterious new value for floatBuoyancy, which does not persist when launching the craft. Upon launching, right clicking on the part reveals floatBuoyancy maxed out at 102.4 or so, but adjusting floatBuoyancy changes the range back to 0-50.



Then, this is the part scaled back down to 1.0x - the floatBuoyancy is now more than it was at 1.25x, for some reason:



Finally, here is the part scaled BACK up to 2.0 after the previous step where I scaled it down to 1.0 - new value for floatBuoyancy again:



The module looks like this in part files (well, similar anyhoo):

MODULE

```
{
  name = FSbuoyancy
  waterImpactTolerance = 250 // 50
  dragInWater = 2
  buoyancyForce = 10.0
  splashFXEnabled = False // added
}
```

I tried to fix this issue by doing the following, but it did not work:

TWEAKSCALEEXPONENTS

```
{
  name = FSbuoyancy
  buoyancyForce = 3
}
```

Any idea what's going on here?

Edited November 16, 2018 by AccidentalDisassembly



Quote

You like this



Lisias

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Posted November 16, 2018

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On 11/13/2018 at 8:01 PM, Speadge said:



actually, in my log was a significant time gap between



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the two errors:

```
[ERR 17:06:44.878] ADDON BINDER: Cannot resolve  
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```

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[ERR 17:06:44.887] ADDON BINDER: Cannot resolve  
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```

might indicate its kinda loop or sth processed here,
not JUST this code processed once that generates
two errors!?

10 milliseconds is barely the minimum time the
Thread.sleep can delay a thread on [Windows](#), AFAIK.

On a C++ it's a huge time lapse. On CSharp, not that much.

Since this code is run on the "OnLoad" event of a Part, and
since This happens by merely installing TweakScale on a
plain vanilla installment, that would imply that KSP load
Parts in more than one thread - so we would have
concurrency. The variable that controls the presence of
that interface is a static one - so the value is the same for
every Part that instantiates this code - so, se second part
would trigger the same code before the first part had time
to reach that code. By the time the third (concurrent or not)
part loading reaches this code, by some reason this would
not happen anymore.

But all the evidences I have says that parts are loaded
sequentially in a single thread on KSP load time. More
interestingly, on my machine both logs happens at the
exact same time:

```
[ERR 18:53:24.524] ADDON BINDER: Cannot  
resolve assembly: TestFlightCore,  
Culture=neutral, PublicKeyToken=null
```

```
[ERR 18:53:24.524] ADDON BINDER: Cannot  
resolve assembly: TestFlightCore,  
Culture=neutral, PublicKeyToken=null
```

And there're a huge time between loading two parts on the
same machine (on the same run I extracted the previous

log):

```
[LOG 18:53:04.877] PartLoader:
Compiling Part
'AirplanePlus/Parts/Aero/fixedwings/mod
elwarhawkfin/warhawkfin'
[LOG 18:53:04.906] PartLoader: Part
'AirplanePlus/Parts/Aero/fixedwings/mod
elwarhawkfin/warhawkfin' has no
database record. Creating.
[LOG 18:53:04.912] DragCubeSystem:
Creating drag cubes for part
'warhawkfin'
[LOG 18:53:05.090] PartLoader:
Compiling Part
'AirplanePlus/Parts/Aero/flaps/doublefo
wlerflap/doublefowlerflap'
```

See that it takes at least 30 milliseconds between the "compiling part" and "no database record".

My guess is that this entry ("ADDON BINDER") is being issued two times on the same occurrence on the first run, and then being suppressed on the second and beyond. Your time can had happened by switching context between KSP and some other background process on your machine on a tight memory constrained box. But... This is a guess too. 🐼

👇 On 11/13/2018 at 8:01 PM, Speadge said:

since we are already talking - is it a good timing to suggest some default TS patches for "StockalikeStationParts"?

<https://github.com/net-lisias-ksp/TweakScale/issues/8>



Quote Edit

Speadge likes this

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

Lisias

Boldly crashing what no Kerbal
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Posted November 16, 2018 (edited)

Report post

On 11/16/2018 at 9:47 PM,

AccidentalDisassembly said:

Quick question about Firespitter's buoyancy feature: I can't seem to make it function properly. *[cut by Lisias]*

Any idea what's going on here?

It works for me!!!

<https://github.com/net-lisias-ksp/TweakScale/issues/9>



Edited November 16, 2018 by Lisias

moar pics!



Quote Edit

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

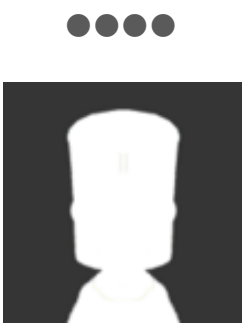
AccidentalDisassembly

Junior Rocket Scientist

Posted November 17, 2018 (edited)

Report post

On 11/16/2018 at 11:41 PM, Lisias said:



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It works for me!!!

<https://github.com/net-lisias-ksp/TweakScale/issues/9>



But in the second picture, the **zero** setting on the floatBuoyancy of the left-hand part is 25.4016... Drag the slider up; what's the maximum? It looks like it's not working correctly, at least. Did you launch and see what happens there, too?

Edited November 17, 2018 by AccidentalDisassembly



Quote



Lisias

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Posted November 17, 2018 (edited)

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On 11/17/2018 at 12:09 AM, AccidentalDisassembly said:

But in the second picture, the **zero** setting on the floatBuoyancy of the left-hand part is 25.4016...

It's not zero. The current value is too small for the scale bar to render it as it has a "snap" value, and the computed value was below the first snap point....

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Hummmm....

It deserves a second test run. I will do it in the morning.

NOW I understood what you mean.

Edited November 17, 2018 by Lisias



Quote Edit

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

Speadge

Spacecraft Engineer



Members

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Posted November 17, 2018

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On 11/16/2018 at 11:01 PM, Lisias said:



My guess is that this entry ("ADDON BINDER") is being issued two times on the same occurrence on the first run, and then being suppressed on the second and beyond. Your time can had happened by switching context between KSP and some other background process on your machine on a tight memory constrained box. But... This is a guess too.



well, ksp uses > 20gb ram on my machine, but not at this time of the startup.

Context switching is not the cause - it happens on each boot.

the 10ms gap showed me, that it might NOT be happenig in one loop, but 2 independent one - but just a guess as well.

But if its only me experiencing this, dont bother about it! I thought i was just the only one the stumped over it



Quote



Lisias

Boldly crashing what no Kerbal

Posted November 17, 2018 (edited)

Report post

has crashed before!



Members

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2,313 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

On 11/17/2018 at 11:52 AM, Speadge said:

well, ksp uses > 20gb ram on my machine, but not at this time of the startup.
Context switching is not the cause - it happens on each boot.

It's a somewhat juicy machine this if yours! 🤖 (check it on the logs!)

On 11/17/2018 at 11:52 AM, Speadge said:

the 10ms gap showed me, that it might NOT be happenig in one loop, but 2 independent one - but just a guess as well.
But if its only me experiencing this, dont bother about it! I thought i was just the only one the stumped over it 🤖

It was what I was considering, until that log message with both in the very same millisecond. Not exactly due this being an "evidence" (it's not), but due the incredible amount of "luck" to such thing to happen on the environment I'm using it.

By the lessons learnt on recent (unhappy) events on my MacOS, I learnt that your time gap is, probably, due switching context or any other O.S. locking up due external causes. But... It's just another probability. 🤖

I found this interesting, as if you are right (and you still might), that would imply on possible Race Conditions on loading time - with all that nasty known effects. But without more information, I tend to invest my time on the issues I already have under my nose (and they are smelly ones!!).

If you find something new on the issue, [kick me here](#).

Edited November 17, 2018 by Lisias

ARRRGH!!! I'm twisting word!!! =P



Quote Edit

Speadge likes this

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

Lisias

Boldly crashing what no Kerbal has crashed before!



Members

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SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

Posted November 17, 2018

Report post



On 11/16/2018 at 9:47 PM, AccidentalDisassembly said:

Any idea what's going on here?

Nope. But at least I could confirm the behaviour. Testing things late Friday is not a good idea. 🤖

Something is messed up, indeed. I'll be working on it soon.



Quote Edit

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

Space Scumbag

Sr. Spacecraft Engineer



Members

+ 387

331 posts

Posted November 18, 2018

Report post



Just noticed your new thread. Good luck on your new work. This is one of my favorite mods!



Quote

You like this



AccidentalDisassembly

Junior Rocket Scientist



Posted November 19, 2018

Report post



On 11/17/2018 at 2:06 PM, Lisias said:

Nope. But at least I could confirm the behaviour. Testing things late Friday is not a good idea. 🤖

Something is messed up, indeed. I'll be working on it



Members

+ 169

981 posts

soon.

I'm just happy to know I'm not a loony. 🤪



Quote

You like this



Lisias

Boldly crashing what no Kerbal
has crashed before!



Members

+ 2,239

2,313 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

Posted November 24, 2018

Report post



On 11/19/2018 at 1:35 AM,



AccidentalDisassembly said:

I'm just happy to know I'm not a loony. 🤪

Dude. You are chatting with a bunch of naked monkeys
that enjoy wasting time watching green little men/gals
being exploded on half baked rockets flying on a 1/10th
scale simulated solar system using physics that are not
like anything in real world.

This is a bin. We are the loonies on the bin. 🤪



Quote Edit

Drew Kerman likes this

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

etmoonshade

Interplanetary Road Pizza



Members

+ 46

164 posts

Posted November 26, 2018

Report post

Random question:

How do I interpret how TweakScale scales things? I see
"ScaleExponents.cfg," but I'm not sure what formula said
exponents would go into.

In this specific case, I'm looking at reaction wheels. I see
the following:

TWEAKSCALEEXPONENTS

```
{  
    name = ModuleReactionWheel  
    PitchTorque = 3  
    YawTorque = 3  
    RollTorque = 3  
    inputResources  
    {  
        rate = 3  
    }  
}
```

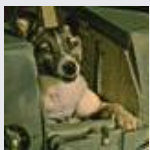
Does this mean that for every doubling in size, it's multiplied by three? Or is it **cubed**? Or is it for some other step in size?



Quote



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