

[>= 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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Lisias

Boldly crashing what no Kerbal has crashed before!



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Posted August 14

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On 8/14/2019 at 12:06 PM, DerGolgo said:

Sometimes, I do think "MySQL" is not so much a technical term as an explanation, not unlike "My Lord!".

"My SeQueL... It's full of bug-reports!"



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

zer0Kerbal likes this

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

Vaga

Spacecraft Engineer

Posted August 15

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Sorry to add more work for ya but I got this for TweakScale 2.4.3.3

```
[LOG 03:28:51.784] [TweakScale]
WARNING: Removing TweakScale support
for EnginePlate1p5 (EP-18 Engine
Plate).
```

```
[LOG 03:28:51.784] [TweakScale]
ERROR: Part EnginePlate1p5 (EP-18
Engine Plate) didn't passed the
sanity check due having a
ModulePartVariants with Mass - see
issue [#13]( https://github.com/net-
lisias-ksp/TweakScale/issues/13 ).
```

```
[LOG 03:28:51.785] [TweakScale]
WARNING: Removing TweakScale support
for EnginePlate2 (EP-25 Engine
Plate).
```

```
[LOG 03:28:51.785] [TweakScale]
ERROR: Part EnginePlate2 (EP-25
Engine Plate) didn't passed the
```



Quote

You like this



Lisias

Boldly crashing what no Kerbal
has crashed before!



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Posted August 15 (edited)

Report post



On 8/15/2019 at 7:04 AM, Vaga said:



Sorry to add more work for ya but I got this for
TweakScale 2.4.3.3

These ones are warnings. There're some parts that doesn't have TweakScale installed (to tell you the true, TweakScale uninstall itself from the part) for lack of proper support, so these parts are not scalable yet. The Engine Plates and Tubes have a thing called ModuleVariantPart with mass, and TweakScale chokes with the mass, so TweakScale removes itself from the part to prevent problems. There are a few other parts from other Add'Ons with similar problems - all of them safe to be used, however without

TweakScale support. Yet.

These parts will be supported on the 2.4.4.x series.

These small annoyances are useful because as people get here with logs like yours, I can look and then prioritize the parts that need to be worked first. These 9 ones are from Making History (if memory serves me well), and yeah, will be the first ones to be tackled down. 🤖

Edited August 15 by Lisias

Hit "Save" too soon.



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

Darkherring likes this

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

OfficialSWolf

Newbie



New Members

+ 1

2 posts

Posted August 16

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Launched my KSP just a bit ago and was greeted by the fatal error warning for tweakscale on the main menu.

(This is my first post here, new account and all. If this is not in the proper location please let me know! thanks!)

So, From what I can gather, here is the [Tweakscale] stuff from the KSP.log. I tried to paste the whole thing, but well 13,331kb crashed the tab lol. there doesn't seem to be an upload file option either.



Quote

[LOG 11:22:25.436] [TweakScale] INFO: WriteDryCost: Started

[LOG 11:22:25.437] [ModuleManager] Total loading Time = 548.649s

[LOG 11:22:25.438] [FAR v0.15.11.1] Loading FAR GUI Colors

[LOG 11:22:25.446] [FAR v0.15.11.1] Vehicle Voxel Setup started

[LOG 11:22:25.446] [FAR v0.15.11.1] Vehicle Voxel Setup complete

[LOG 11:22:25.628] KK: SetInstancesEnabled: Setting Group KSC_Builtin to: False

[LOG 11:22:25.629] KK: SetInstancesEnabled: Setting Group KSC2_Builtin to: False

[LOG 11:22:25.629] KK: SetInstancesEnabled: Setting Group Pyramids_Builtin to: False

[LOG 11:22:25.629] KK: SetInstancesEnabled: Setting Group IslandAirfield_Builtin to: False

[LOG 11:22:25.629] KK: SetInstancesEnabled: Setting Group Desert_Airfield_Builtin to: False

[LOG 11:22:25.629] KK: SetInstancesEnabled: Setting Group Woomerang_Launch_Site_Builtin to: False

[LOG 11:22:25.629] KK: SetInstancesEnabled: Setting Group Polar Outpost to: False

[LOG 11:22:25.629] KK: SetInstancesEnabled: Setting Group Southern Launch Site to: False

[LOG 11:22:25.629] KK: SetInstancesEnabled: Setting Group Ungrouped to: False

[LOG 11:22:25.629] KK: SetInstancesEnabled: Setting Group Ungrouped_0 to: False

[LOG 11:22:25.636] [ScenarioTypes]: List Created 33 scenario types loaded from 108 loaded assemblies.

[WRN 11:22:25.697] File 'E:/Steam/steamapps/common/Kerbal Space Program/KSP_x64_Data/./Missions/MissionScoreInfo.cfg' does not exist

[LOG 11:22:25.699] [ApplicationLauncher] Awake False

[LOG 11:22:25.700] [ApplicationLauncher] SpawnSimpleLayout: VerticalTopDown

[LOG 11:22:25.708] ScaleModList: listSize 41
maxListSize 0

[LOG 11:22:25.710] [000_AT_Utils: 11:22:25.710] Adding AppLauncher button

[LOG 11:22:25.719] ScaleModList: listSize 41
maxListSize 0

[LOG 11:22:25.732] ScaleModList: listSize 41
maxListSize 0

[LOG 11:22:25.732] [FAR v0.15.11.1] Adding Debug Button

[LOG 11:22:25.732] ScaleModList: listSize 41
maxListSize 0

[LOG 11:22:25.732] FF: using stock toolbar button

[LOG 11:22:25.732] FF: creating stock toolbar button

[LOG 11:22:25.733] ScaleModList: listSize 41
maxListSize 0
[LOG 11:22:25.735] [UiApp] Awake: MessageSystem
[LOG 11:22:25.735] [ApplicationLauncher]
OnSceneLoadedGUIReady: scene MAINMENU
ShouldBeVisible() True ShouldBeOnTop() True
isPositionedAtTop True
[LOG 11:22:25.736] FF: using stock toolbar button
[LOG 11:22:25.736] [Kopernicus]: StarLightSwitcher:
Set active star => Sun
[LOG 11:22:25.854] [SCANSat] Shader asset bundle
loaded; using platform bundle: scan_shaders-
windows.scan
[LOG 11:22:25.870] [SCANSat] Unity skin asset bundle
loaded
[LOG 11:22:25.916] [SCANSat] Icon asset bundle
loaded
[LOG 11:22:26.101] [SCANSat] UI prefab bundle
loaded and processed
[LOG 11:22:26.102] [SCANSat] All SCANSat asset
bundles loaded
[ERR 11:22:26.115] Cannot find config in file :
dmSIGINT

[LOG 11:22:26.115] [TweakScale] WARNING: NULL
ConfigNode for
DMagicOrbitalScience/OversizeScience/SIGINT_End/
dmSIGINT.End (unholly characters on the name?).
Trying partConfig instead!
[ERR 11:22:26.115] Cannot find config in file :
dmSIGINT

[LOG 11:22:26.115] [TweakScale] WARNING: NULL
ConfigNode for
DMagicOrbitalScience/OversizeScience/SIGINT_End/
dmSIGINT.End (unholly characters on the name?).
Trying partConfig instead!
[ERR 11:22:26.115] Cannot find config in file :
dmSIGINT

[LOG 11:22:26.115] [TweakScale] WARNING: NULL
ConfigNode for
DMagicOrbitalScience/OversizeScience/SIGINT_Smal
l/dmSIGINT.Small (unholly characters on the name?).
Trying partConfig instead!

[ERR 11:22:26.115] Cannot find config in file :
dmSIGINT

[LOG 11:22:26.115] [TweakScale] WARNING: NULL
ConfigNode for
DMagicOrbitalScience/OversizeScience/SIGINT_Smal
l/dmSIGINT.Small (unholly characters on the name?).
Trying partConfig instead!

[LOG 11:22:26.122] [TweakScale] WARNING:
Removing TweakScale support for FSfloatEnd
(FS4SFN Seaplane Float (Nose)).

[LOG 11:22:26.122] [TweakScale] ERROR: Part
FSfloatEnd (FS4SFN Seaplane Float (Nose)) didn't
passed the sanity check due FS4SFN Seaplane Float
(Nose).

[LOG 11:22:26.122] [TweakScale] WARNING:
Removing TweakScale support for FSfloatEndTail
(FS4SFT Seaplane Float (Tail)).

[LOG 11:22:26.122] [TweakScale] ERROR: Part
FSfloatEndTail (FS4SFT Seaplane Float (Tail)) didn't
passed the sanity check due FS4SFT Seaplane Float
(Tail).

[LOG 11:22:26.122] [TweakScale] WARNING:
Removing TweakScale support for FSfloatGearbay
(FS4SFG Seaplane Float (Gear bay)).

[LOG 11:22:26.122] [TweakScale] ERROR: Part
FSfloatGearbay (FS4SFG Seaplane Float (Gear bay))
didn't passed the sanity check due FS4SFG Seaplane
Float (Gear bay).

[LOG 11:22:26.122] [TweakScale] WARNING:
Removing TweakScale support for FSfloatStraight
(FS4SFS Seaplane Float (Straight)).

[LOG 11:22:26.122] [TweakScale] ERROR: Part
FSfloatStraight (FS4SFS Seaplane Float (Straight))
didn't passed the sanity check due FS4SFS Seaplane
Float (Straight).

[LOG 11:22:26.122] [TweakScale] WARNING:
Removing TweakScale support for FSfloatStrut
(FS4SFST Seaplane Float (Strut)).

[LOG 11:22:26.122] [TweakScale] ERROR: Part
FSfloatStrut (FS4SFST Seaplane Float (Strut)) didn't
passed the sanity check due FS4SFST Seaplane Float
(Strut).

[LOG 11:22:26.122] [TweakScale] WARNING:

Removing TweakScale support for FSlandingPads (FS3LP Helicopter Landing Pads).

[LOG 11:22:26.122] [TweakScale] ERROR: Part FSlandingPads (FS3LP Helicopter Landing Pads) didn't passed the sanity check due FS3LP Helicopter Landing Pads.

[LOG 11:22:26.127] [TweakScale] ERROR:

PrefabDryCostWriter: negative dryCost:

part=IFSHexcanSolid, DryCost=-1.66893E-05

[LOG 11:22:26.137] [TweakScale] WARNING: NULL ConfigNode for

KerbetrotterLtd/FelineUtilityRover/Parts/Mods/Kerbal Inventory Sytem/Canister_KIS/Lynx_CanisterKIS (unholly characters on the name?). Trying partConfig instead!

[LOG 11:22:26.137] [TweakScale] WARNING: NULL ConfigNode for

KerbetrotterLtd/FelineUtilityRover/Parts/Mods/Kerbal Inventory Sytem/Canister_KIS/Lynx_CanisterKIS (unholly characters on the name?). Trying partConfig instead!

[LOG 11:22:26.137] [TweakScale] WARNING: NULL ConfigNode for

KerbetrotterLtd/FelineUtilityRover/Parts/Mods/Kerbal Inventory Sytem/Freight_KIS/Lynx_FreightKIS (unholly characters on the name?). Trying partConfig instead!

[LOG 11:22:26.137] [TweakScale] WARNING: NULL ConfigNode for

KerbetrotterLtd/FelineUtilityRover/Parts/Mods/Kerbal Inventory Sytem/Freight_KIS/Lynx_FreightKIS (unholly characters on the name?). Trying partConfig instead!

[LOG 11:22:26.159] [TweakScale] ERROR:

PrefabDryCostWriter: negative dryCost:

part=M3X.Reactor, DryCost=-0.004375

[ERR 11:22:26.168] Cannot find config in file : Flat

[LOG 11:22:26.168] [TweakScale] WARNING: NULL ConfigNode for NEBULA/decals/config/Flat decal

(unholly characters on the name?). Trying partConfig instead!

[ERR 11:22:26.168] Cannot find config in file : Flat

[LOG 11:22:26.168] [TweakScale] WARNING: NULL ConfigNode for NEBULA/decals/config/Flat decal

(unholly characters on the name?). Trying partConfig

instead!

[ERR 11:22:26.168] Cannot find config in file : Long

[LOG 11:22:26.168] [TweakScale] WARNING: NULL ConfigNode for NEBULA/decals/config1x2/Long decal 1x2 (unholly characters on the name?). Trying partConfig instead!

[ERR 11:22:26.168] Cannot find config in file : Long

[LOG 11:22:26.168] [TweakScale] WARNING: NULL ConfigNode for NEBULA/decals/config1x2/Long decal 1x2 (unholly characters on the name?). Trying partConfig instead!

[ERR 11:22:26.168] Cannot find config in file : Long

[LOG 11:22:26.168] [TweakScale] WARNING: NULL ConfigNode for NEBULA/decals/config1x4/Long decal 1x4 (unholly characters on the name?). Trying partConfig instead!

[ERR 11:22:26.168] Cannot find config in file : Long

[LOG 11:22:26.168] [TweakScale] WARNING: NULL ConfigNode for NEBULA/decals/config1x4/Long decal 1x4 (unholly characters on the name?). Trying partConfig instead!

[ERR 11:22:26.168] Cannot find config in file : Long

[LOG 11:22:26.168] [TweakScale] WARNING: NULL ConfigNode for NEBULA/decals/config1x8/Long decal 1x8 (unholly characters on the name?). Trying partConfig instead!

[ERR 11:22:26.168] Cannot find config in file : Long

[LOG 11:22:26.168] [TweakScale] WARNING: NULL ConfigNode for NEBULA/decals/config1x8/Long decal 1x8 (unholly characters on the name?). Trying partConfig instead!

[ERR 11:22:26.168] Cannot find config in file : Decal

[LOG 11:22:26.168] [TweakScale] WARNING: NULL ConfigNode for NEBULA/decals/configCurvedSquare/Decal curved (unholly characters on the name?). Trying partConfig instead!

[ERR 11:22:26.168] Cannot find config in file : Decal

[LOG 11:22:26.168] [TweakScale] WARNING: NULL

ConfigNode for
NEBULA/decals/configCurvedSquare/Decal curved
(unholly characters on the name?). Trying partConfig
instead!

[LOG 11:22:26.176] [TweakScale] WARNING: NULL
ConfigNode for
QuizTechAeroContinued/Parts/Structural/Mk2_Adapt
ers/Mk2-0.625x2/Mk2-0.625x2 (unholly characters
on the name?). Trying partConfig instead!

[LOG 11:22:26.176] [TweakScale] WARNING: NULL
ConfigNode for
QuizTechAeroContinued/Parts/Structural/Mk2_Adapt
ers/Mk2-0.625x2/Mk2-0.625x2 (unholly characters
on the name?). Trying partConfig instead!

[LOG 11:22:26.177] [TweakScale] ERROR:
PrefabDryCostWriter: negative dryCost:
part=mk25BeulgaAdapter, DryCost=-8.964539E-05

[LOG 11:22:26.177] [TweakScale] ERROR:
PrefabDryCostWriter: negative dryCost:
part=mk25Fuselage0500.LF, DryCost=-1.752377E-05

[LOG 11:22:26.200] [TweakScale] WARNING: NULL
ConfigNode for Squad/Parts/Engine/liquidEngineLV-
1_v2/liquidEngineLV-1R_v2/radialEngineMini_v2
(unholly characters on the name?). Trying partConfig
instead!

[LOG 11:22:26.200] [TweakScale] WARNING: NULL
ConfigNode for Squad/Parts/Engine/liquidEngineLV-
1_v2/liquidEngineLV-1R_v2/radialEngineMini_v2
(unholly characters on the name?). Trying partConfig
instead!

[LOG 11:22:26.218] [TweakScale] WARNING:
Removing TweakScale support for EnginePlate1p5
(EP-18 Engine Plate).

[LOG 11:22:26.218] [TweakScale] ERROR: Part
EnginePlate1p5 (EP-18 Engine Plate) didn't passed
the sanity check due EP-18 Engine Plate.

[LOG 11:22:26.218] [TweakScale] WARNING:
Removing TweakScale support for EnginePlate2 (EP-
25 Engine Plate).

[LOG 11:22:26.218] [TweakScale] ERROR: Part
EnginePlate2 (EP-25 Engine Plate) didn't passed the
sanity check due EP-25 Engine Plate.

[LOG 11:22:26.218] [TweakScale] WARNING:
Removing TweakScale support for EnginePlate3 (EP-

37 Engine Plate).

[LOG 11:22:26.218] [TweakScale] ERROR: Part EnginePlate3 (EP-37 Engine Plate) didn't passed the sanity check due EP-37 Engine Plate.

[LOG 11:22:26.218] [TweakScale] WARNING: Removing TweakScale support for EnginePlate4 (EP-50 Engine Plate).

[LOG 11:22:26.218] [TweakScale] ERROR: Part EnginePlate4 (EP-50 Engine Plate) didn't passed the sanity check due EP-50 Engine Plate.

[LOG 11:22:26.223] [TweakScale] WARNING:

****FATAL**** Found a showstopper problem on MEMLander (Munar Excursion Module (M.E.M.)).

[LOG 11:22:26.223] [TweakScale] ERROR: ****FATAL**** Part MEMLander (Munar Excursion Module (M.E.M.)) has a fatal problem due having duplicated properties - see issue [#34](<https://github.com/net-lisias-ksp/TweakScale/issues/34>).

[LOG 11:22:26.224] [TweakScale] WARNING: Removing TweakScale support for Tube1 (T-12 Structural Tube).

[LOG 11:22:26.224] [TweakScale] ERROR: Part Tube1 (T-12 Structural Tube) didn't passed the sanity check due T-12 Structural Tube.

[LOG 11:22:26.224] [TweakScale] WARNING: Removing TweakScale support for Tube1p5 (T-18 Structural Tube).

[LOG 11:22:26.224] [TweakScale] ERROR: Part Tube1p5 (T-18 Structural Tube) didn't passed the sanity check due T-18 Structural Tube.

[LOG 11:22:26.224] [TweakScale] WARNING: Removing TweakScale support for Tube2 (T-25 Structural Tube).

[LOG 11:22:26.224] [TweakScale] ERROR: Part Tube2 (T-25 Structural Tube) didn't passed the sanity check due T-25 Structural Tube.

[LOG 11:22:26.224] [TweakScale] WARNING: Removing TweakScale support for Tube3 (T-37 Structural Tube).

[LOG 11:22:26.224] [TweakScale] ERROR: Part Tube3 (T-37 Structural Tube) didn't passed the sanity check due T-37 Structural Tube.

[LOG 11:22:26.224] [TweakScale] WARNING: Removing TweakScale support for Tube4 (T-50

Structural Tube).

[LOG 11:22:26.224] [TweakScale] ERROR: Part Tube4 (T-50 Structural Tube) didn't passed the sanity check due T-50 Structural Tube.

[LOG 11:22:26.225] [TweakScale] WARNING:

****FATAL**** Found a showstopper problem on SXTInlineAirIntake (XM-600 1.25m Air Intake).

[LOG 11:22:26.225] [TweakScale] ERROR: ****FATAL**** Part SXTInlineAirIntake (XM-600 1.25m Air Intake) has a fatal problem due having duplicated properties - see issue [#34](<https://github.com/net-lisias-ksp/TweakScale/issues/34>).

[LOG 11:22:26.226] [TweakScale] WARNING:

****FATAL**** Found a showstopper problem on SXTWingSmall (Mk0B Small Modular Wing).

[LOG 11:22:26.226] [TweakScale] ERROR: ****FATAL**** Part SXTWingSmall (Mk0B Small Modular Wing) has a fatal problem due having duplicated properties - see issue [#34](<https://github.com/net-lisias-ksp/TweakScale/issues/34>).

[LOG 11:22:26.226] [TweakScale] WARNING:

****FATAL**** Found a showstopper problem on SXTWingLarge (FAT-460 Super-Lift Aeroplane Main Wing).

[LOG 11:22:26.226] [TweakScale] ERROR: ****FATAL**** Part SXTWingLarge (FAT-460 Super-Lift Aeroplane Main Wing) has a fatal problem due having duplicated properties - see issue [#34](<https://github.com/net-lisias-ksp/TweakScale/issues/34>).

[LOG 11:22:26.230] [TweakScale] WARNING:

****FATAL**** Found a showstopper problem on SXTOsaulNoseCockpitAn225 (Kn-225 "Osaul Payload" Cockpit).

[LOG 11:22:26.230] [TweakScale] ERROR: ****FATAL**** Part SXTOsaulNoseCockpitAn225 (Kn-225 "Osaul Payload" Cockpit) has a fatal problem due having duplicated properties - see issue [#34](<https://github.com/net-lisias-ksp/TweakScale/issues/34>).

[LOG 11:22:26.230] [TweakScale] WARNING:

****FATAL**** Found a showstopper problem on SXTOsualRadCockpit (Mk.P-Yavka Radial Cockpit).

[LOG 11:22:26.230] [TweakScale] ERROR: ****FATAL****

Part SXT0sualRadCockpit (Mk.P-Yavka Radial Cockpit) has a fatal problem due having duplicated properties - see issue [#34](<https://github.com/net-lisias-ksp/TweakScale/issues/34>).

[LOG 11:22:26.230] [TweakScale] WARNING:

Removing TweakScale support for SXTAirbag (Mk10-XL Inflatable Airbag).

[LOG 11:22:26.230] [TweakScale] ERROR: Part SXTAirbag (Mk10-XL Inflatable Airbag) didn't passed the sanity check due Mk10-XL Inflatable Airbag.

[LOG 11:22:26.230] [TweakScale] WARNING:

Removing TweakScale support for SXTAirbagSmall (Mk-10 Inflatable Airbag).

[LOG 11:22:26.230] [TweakScale] ERROR: Part SXTAirbagSmall (Mk-10 Inflatable Airbag) didn't passed the sanity check due Mk-10 Inflatable Airbag.

[LOG 11:22:26.230] [TweakScale] WARNING:

Removing TweakScale support for SXTfloatFront (LF-01A Sea-Float End).

[LOG 11:22:26.230] [TweakScale] ERROR: Part SXTfloatFront (LF-01A Sea-Float End) didn't passed the sanity check due LF-01A Sea-Float End.

[LOG 11:22:26.230] [TweakScale] WARNING:

Removing TweakScale support for SXTfloatMid (LF-01B Sea-Float Midsection).

[LOG 11:22:26.230] [TweakScale] ERROR: Part SXTfloatMid (LF-01B Sea-Float Midsection) didn't passed the sanity check due LF-01B Sea-Float Midsection.

[LOG 11:22:26.230] [TweakScale] WARNING:

Removing TweakScale support for SXTfloatOutboard (LF-01B Sea-Float Outrigger).

[LOG 11:22:26.230] [TweakScale] ERROR: Part SXTfloatOutboard (LF-01B Sea-Float Outrigger) didn't passed the sanity check due LF-01B Sea-Float Outrigger.

[LOG 11:22:26.235] [TweakScale] ERROR:

PrefabDryCostWriter: negative dryCost:
part=SXTBalloon, DryCost=-4.291534E-05

[LOG 11:22:26.235] [TweakScale] ERROR:

PrefabDryCostWriter: negative dryCost:
part=SXTBalloonGold, DryCost=-4.291534E-05

[LOG 11:22:26.235] [TweakScale] ERROR:

PrefabDryCostWriter: negative dryCost:

part=SXTBalloonGoldB, DryCost=-4.574776E-05
[LOG 11:22:26.236] [TweakScale] ERROR:
PrefabDryCostWriter: negative dryCost:
part=SXTBalloon375, DryCost=-3.33786E-06
[LOG 11:22:26.236] [TweakScale] ERROR:
PrefabDryCostWriter: negative dryCost:
part=SXTBalloonGoldB375, DryCost=-5.435944E-05
[LOG 11:22:26.238] [TweakScale] ERROR:
PrefabDryCostWriter: negative dryCost:
part=SXT5mTank0cap, DryCost=-0.0001487732
[LOG 11:22:26.238] [TweakScale] ERROR:
PrefabDryCostWriter: negative dryCost:
part=SXTTank1, DryCost=-0.0001487732
[LOG 11:22:26.238] [TweakScale] ERROR:
PrefabDryCostWriter: negative dryCost:
part=SXTSaturnV2, DryCost=-0.0002975464
[LOG 11:22:26.239] [TweakScale] ERROR:
PrefabDryCostWriter: negative dryCost:
part=SXTSaturnV1, DryCost=-0.0005950928
[LOG 11:22:26.239] [TweakScale] ERROR:
PrefabDryCostWriter: negative dryCost:
part=SXTKDBTsar1, DryCost=-0.000177753
[LOG 11:22:26.239] [TweakScale] ERROR:
PrefabDryCostWriter: negative dryCost:
part=SXTKDBTsar3, DryCost=-0.0001189709
[LOG 11:22:26.239] [TweakScale] WARNING:
FATAL Found a showstopper problem on
SXTtruckbox (Truck Box).
[LOG 11:22:26.239] [TweakScale] ERROR: **FATAL**
Part SXTtruckbox (Truck Box) has a fatal problem
due having duplicated properties - see issue [#34](
[https://github.com/net-lisias-
ksp/TweakScale/issues/34](https://github.com/net-lisias-ksp/TweakScale/issues/34)).
[ERR 11:22:26.244] Cannot find config in file :
KspieSIGINT

[LOG 11:22:26.244] [TweakScale] WARNING: NULL
ConfigNode for
WarpPlugin/Parts/BeamedPower/Thermal/OversizeF
oldingDishGold/SIGINT_End/KspieSIGINT.End
(unholly characters on the name?). Trying partConfig
instead!
[ERR 11:22:26.244] Cannot find config in file :
KspieSIGINT

[LOG 11:22:26.244] [TweakScale] WARNING: NULL
ConfigNode for
WarpPlugin/Parts/BeamedPower/Thermal/OversizeF
oldingDishGold/SIGINT_End/KspieSIGINT.End
(unholly characters on the name?). Trying partConfig
instead!

[LOG 11:22:26.249] [TweakScale] ERROR:
PrefabDryCostWriter: negative dryCost:
part=kspiServiceModulSM500,
DryCost=-0.0001525879

[LOG 11:22:26.251] [TweakScale] WARNING: NULL
ConfigNode for
WarpPlugin/Parts/Electrical/PlasmaJetMagnetInerti
alReactor/Plasma
JetMagnetInertial/PlasmaJetMagnetInertialReacto
r (unholly characters on the name?). Trying
partConfig instead!

[LOG 11:22:26.251] [TweakScale] WARNING: NULL
ConfigNode for
WarpPlugin/Parts/Electrical/PlasmaJetMagnetInerti
alReactor/Plasma
JetMagnetInertial/PlasmaJetMagnetInertialReacto
r (unholly characters on the name?). Trying
partConfig instead!

[LOG 11:22:26.260] [TweakScale] ERROR:
PrefabDryCostWriter: negative dryCost:
part=DiamagneticAntimatterTrap,
DryCost=-1.3244E+09

[LOG 11:22:26.260] [TweakScale] ERROR:
PrefabDryCostWriter: negative dryCost:
part=HexCanLithium, DryCost=-5.00679E-05

[LOG 11:22:26.268] [TweakScale] INFO:
TweakScale::WriteDryCost: Concluded : 0 checks
failed ; 0 parts with issues overruled ; 7 Show
Stoppers found; 20 Sanity Check failed;

[WRN 11:22:26.276] File
'E:/Steam/steamapps/common/Kerbal Space
Program/GameData/LoadingScreenManager/Plugins
/PluginData/LoadingScreenManager/LoadingScreen
Manager.cfg' does not exist



Quote



James Kerman

Australeek



Moderator

+ 1,770

1,252 posts

Location: Perth, Western
Austalia

Posted August 16

Report post

Welcome to the forum @OfficialSWolf .

The forum itself does not host files however you can use an external storage service like dropbox or google drive to host files and then link to them in the forum.



Quote



Quick Links For New Members

[Forum Guidelines](#)

[Gargamel's New](#)

[Members Guide](#)

[Add-on Posting Rules](#)

[Geonovast's Uploading](#)

[Pictures](#)

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 August 16 (edited)

Report post



On 8/16/2019 at 3:42 PM, OfficialSWolf said:



Launched my KSP just a bit ago and was greeted by the fatal error warning for tweakscale on the main menu.

Sorry for that. Let's fix this thing so you can enjoy the
FedS WeekEnd 🤖



On 8/16/2019 at 3:42 PM, OfficialSWolf said:



(This is my first post here, new account and all. If this is not in the proper location please let me know! thanks!)

(sorry by your first post being motivated by a FATALity 🤖 but you came to the right place.



On 8/16/2019 at 3:42 PM, OfficialSWolf said:



So, From what I can gather, here is the [Tweakscale] stuff from the KSP.log. I tried to paste the whole thing, but well 13,331kb crashed the tab lol. there doesn't seem to be an upload file option either.

I gave a rapid look in which you posted, and that pesky duplicated properties are surely due double patching, i.e., when two different patches ends up applying a patch for TweakScale on the same part. This is a problem because uncontrolled patching leads to non-predictable results. You change something, the ordering of the patches changes and then TweakScale suddenly apply different rules on flying crafts - nasty results. This is the reason I declared this problem as FATAL, as it would ruin the savegames in which such parts are used. And I cannot automatically fix the problem, as I don't know which patch would be the right one without eye balling the thing.

In order to help you., I really need the full KSP.log. Most of the time, providing me with the GameData/ModuleManager.ConfigCache also helps me to provide a patch to fix things on your rig when needed, so I ask you to post it in advance. It saves time if I come to used it.

Google Drive and Dropbox are nice file sharing services, and most of the time is which people is using here to send me these files. But you can zip them and post them on this [Github Issue](#) if you have an account there (if not, don't bother. Open a dropbox or google drive account, they will be more useful to you on the long run).

— — — EDIT — — —

Are you using the latest versions of TweakScale and SXT? [SXT was recently updated](#), and most of the fatality parts on your KSL.log are from SXT!

Edited August 17 by Lisias

Post edit

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

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

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 August 17 (edited)

[Report post](#)

ROADMAP

Fellow Kerbonauts,

The TweakScale 2.4.3.x series is, finally, near the EoL. I think it will be one more build release to fix any small bug or add some minor improvement, and unless something else happens, that will be it for this troublesome 2.4.3.x. I want to thank every one of you that helped me to diagnose all that glitches, bugs and misbehaviours in which TweakScale was, directly or indirectly, involved. Every bug report, every complain, every log, helped me to detect, diagnose and fix a huge amount of bugs and misconfigurations on the whole eco system, what ends up being good for everybody.

I'm pretty happy with the ending results besides the trouble, we have a way more stable gaming installment nowadays. As nothing good comes cheap, we have a somewhat whiny game setup too. 🤖

Oh well. 🤖

What I want to share with you now is what to expect from the next two minor TweakScale versions, 2.4.x and the yet somewhat far 2.5.x .

2.4.4.x : Unbreaking Ground Parts

The whole 2.4.4.x releases will be focused on properly supporting what's now unsupported from Stock, DLCs and some heavily used Add'Ons, as Firespitter (and probably some others, as you suggest and it's feasible). Deprecated and or redundant patches will be removed from the distribution, so no more stomping the fellow Add'On Author's toes. Patches to Add'Ons under my control will migrate to them - I intend to declutter TweakScale and

minimize the surface of exposure. And as my Add'Ons gets updated, it will avoid the need to update TweakScale too - hardly a bad thing.

The sole purpose of the 2.4 series is to **zero** the Warnings and Alerts (as it was the 2.4.3.x to zero the FATALities), both on screen as in the KSP.log. At least for the Add'Os being maintained - there're not too much I can do for stalled ones besides applying Overules and Hotfixes, and these will not need necessarily a dedicated release - not to mention that they will still be lingering on the future TweakScale versions. 🤖

2.4.5.x : Old parts, New tricks

Renewed support for currently (partially) supported parts will be updated - in special, I want to make Wheels correctly scalable again. This, as usual, will not be free - by correctly scaling up the Wheels, we end up correctly scaling down them too - and so things can break on games with tiny little wheels that now are too strong for they sizes and will became weaker as they should.

So there's a chance to postpone these features or to make it optional, as I made with the Input resource of the ModuleGenerator.

Let's see what happens...

➤ **Reveal hidden contents**

While one or another mistake will probably bite our SAS, I expect a very smooth transition for the whole series.

2.5.x : "My Kraken.... It's full of ":FOR"s....

This one can be troublesome again. My apologies.

The root cause of some of the worse problems that plagued parts using TweakScale in the last years (yeah... **years**) is rogue patches. However, TweakScale also didn't did its part of the bargain to help the fellow Add'Ons Authors - currently, it's not possible to use :BEFORE and :AFTER on TweakScale, as it's still on the "Legacy" patching support.

A lot of mishaps would had been prevented by using that

two directives. However, they ~~:NEEDS~~ need TweakScale using :FOR on its patches, what would remove the TweakScale from the Legacy patching - and this is where things start to go through the tubes.

Almost every Third Party Add'On on the wild, now, relies on TweakScale being in the Legacy with the Add'Ons ending up, after some blood, sweat and tears, reaching a fragile equilibrium on the patching - as an airplane flying in its absolute ceiling. A Kerbal farts somewhere in the plane, the thing stalls. This aphorism describes pretty well the current *status quo*, by the way. 🤖

There's no easy way out of this mess:

- I don't do it, we will live with patching problems for the rest of our lives - on every install of a new Add'On. And sooner or later we will need another round of a new incarnation of the 2.4.3.x series. Not funny.
- I do it, and we will have a new flood of KSP.logs around here. 🤖

So, in the end, it's a matter of choosing the KSP eco system we want to have - and I have a hard time believing that KSP players like their rockets anchored in the 3D space, or having the statics exploding for no reason. 🤖

But, as already is usual, **no savegame will be left behind.**

The (current) [schedule is here](#). Thoughts?

Edited August 17 by Lisias

Adding link.



Quote Edit

Joal ban Kluane, zer0Kerbal, Drew Kerman and 1 other like this

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





New Members

+ 1

2 posts

On 8/16/2019 at 11:50 PM, Lisias said:

Sorry for that. Let's fix this thing so you can enjoy the
FeS WeekEnd 🤖

(sorry by your first post being motived by a FATALity 🤖 but you came to the right
place. No savegame is left behind around here!)

I gave a rapid look in which you posted, and that pesky duplicated properties are surely due double patching, i.e., when two different patches ends up applying a patch for TweakScale on the same part. This is a problem because uncontrolled patching leads to non-predictable results. You change something, the ordering of the patches changes and then TweakScale suddenly apply different rules on flying crafts - nasty results. This is the reason I declared this problem as FATAL, as it would ruin the savegames in which such parts are used. And I cannot automatically fix the problem, as I don't know which patch would be the right one without eye balling the thing.

In order to help you., I really need the full KSP.log. Most of the time, providing me with the GameData/ModuleManager.ConfigCache also helps me to provide a patch to fix things on your rig when needed, so I ask you to post it in advance. It saves time if I come to used it.

Google Drive and Dropbox are nice file sharing services, and most of the time is which people is using here to send me these files. But you can zip them and post them on this [Github Issue](#) if you have an account there (if not, don't bother. Open a dropbox or google drive account, they will be more useful to you on the long run).

— — — EDIT — — —


Are you using the latest versions of TweakScale and SXT? [SXT was recently updated](#), and most of the fatality parts on your KSL.log are from SXT!

Here is the dropbox link for the full log file:

<https://www.dropbox.com/s/cdyjcfobmgkmfuo/KSP.log?dl=0>

As for updating SXT, Yea i need to update it. I'll be giving that a try here in a second actually. CKAN is a pain in the kraken with SXT however. It always gives me issues when updating SXT. I will reply with an update if that produces any good results.

My reply will be delayed, since this is a new account, you know how it goes, Moderator must approve my posts. Thanks for helping!

 Quote

You like this



Don_Jon_Doe

Newbie



New Members

 2

2 posts

Posted August 18

Report post 

Hello, my name is Pablo (Paul). I'm a spanish user in my first day here. Please, be gentle. I've got no advanced skills on KSP. I only use CKAN to get my add-ons and update. I've got a fatal erro problem that sent me here.

KSP: 1.4.3.2110 (WindowsPlayer x64) es-es

Problem: Houston , we have a Problem! Tweakscale found 60 ****FATAL**** issues

(https://www.dropbox.com/s/bwf6tnfmaef4phc/FATAL_ERROR.jpg?dl=0)

Mods installed: 60 mods, so I put the ckan list with versions

(https://www.dropbox.com/s/vwkr3hoksh4m736/My_Mods.txt?dl=0).

Reproduction steps: The warning shows up just the second the mods are fully loaded in the game. Right at the biggining, when the first game menu appears.

Log: I can not find the **Output_log.txt** archive. I trully swear I have searched it. I've got the KSP.log

(<https://www.dropbox.com/s/lbhsndmq02yc7h/KSP.log?dl=0>)

I STRONGLY APOLOGIZE FOR MY USE OF ENGLISH. IF I HAVE TO GIVE YOU ANOTHER INFO, PLEASE LET ME KNOW HOW TO GET IT FOR YOU (PLEASE, REMEMBER: FIRST TIME HERE, ENGLISH IS A FOREIGN LANGUAGE TO ME AND I'M NOOB)

+ 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 August 18 (edited)

Report post



On 8/18/2019 at 2:03 PM, Don_Jon_Doe said:



Hello, I'm a spanish user in my first day here. Please, be gentle. I've got no advanced skills on KSP. I only use CKAN to get my add-ons and update. I've got a fatal erro problem that sent me here.

Hi!. Brazilian here. Welcome. Let's see what's biting your KSP.

On 8/18/2019 at 2:03 PM, Don_Jon_Doe said:



KSP: 1.4.3.2110 (WindowsPlayer x64) es-es

Older KSP will be a problem. Most Add'Ons don't support 1.4 anymore, so we will need to apply Hotfixes on your KSP installment. You will have to learn how to create directories, unzip files and copy files between directories Are you ok with that?

I will flood this post with technical information. Don't worry, you don't need to cope with that. I do that because as the time goes by, I forgot what I was doing here, and so that information will help me to remember.

On 8/18/2019 at 2:03 PM, Don_Jon_Doe said:

Log: I can not find the **Output_log.txt** archive. I trully swear I have searched it. I've got the KSP.log (<https://www.dropbox.com/s/lbhsndmq02yc7h/KSP.log?dl=0>)

It's a very heterogeneous collection of affected parts. Some, inclusively, will show a Warning later because TweakScale doesn't support them yet (about 9 on a Stock KSP). You can ignore that Warning, but if the counter rises, I ask you to hint me here about the affected parts so I can support them. 🤖

➤ Reveal hidden contents

Interesting... It's as if every Making History part was double patched. I think I know whats happening ! 🤖

➤ Reveal hidden contents

And yep... It's **TweakScaleMakingHistoryConfigs** again. 🤖

You got lucky, it's pretty simple to fix it. Tell CKAN to delete the Mod **TweakscaleMakingHistoryConfigs**. This will fix all that double patching on the Making History parts.

It's not impossible that some other problems, hidden by this one, arises. Kick me here if that happens. Only the "Houston" messages are really problems that need me to fix something right now (these message has a Red Title). For some time, Warnings and Advises (Yellow Titles) will be issued while I fix some things on my side, but you can ignore them for now. But if the counters get bigger as you install things, would be helpful if you publish the KSP.log so I can register that parts and see if there's nothing new in need of being updated from my side. 🤖

In time do you know S.A.V.E.? You will need to learn to manually install it (there're old versions for KSP 1.4!), but I think it's good to have it - or some other Add'On that does

this job.

On 8/18/2019 at 2:03 PM, Don_Jon_Doe said:

I STRONGLY APOLOGIZE FOR MY USE OF ENGLISH.
IF I HAVE TO GIVE YOU ANOTHER INFO, PLEASE LET
ME KNOW HOW TO GET IT FOR YOU (PLEASE,
REMEMBER: FIRST TIME HERE, ENGLISH IS A
FOREIGN LANGUAGE TO ME AND I'M NOOB)

Relax. Most of people here don't talk English fluently, and mine is far from being perfect. If you find hard to express yourself in English or are unsure if you translate it correctly, write both - what you would had written in your mother tongue, then your best effort to translate it to English. Someone will come to the rescue if anything is wrong. 🤖

"Navegar es necesario, vivir no es necesario", Pompeyo Kerman.

Edited August 18 by Lisias

tyops. as usulla.



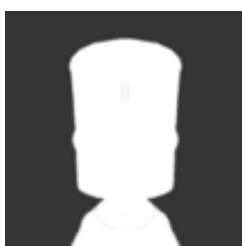
Quote Edit

Don_Jon_Doe likes this

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

Rafael acevedo

Internal/external ballistics
master



Members

+ 136

394 posts

Posted August 19

Report post

On 8/18/2019 at 2:03 PM, Don_Jon_Doe said:

Hello, my name is Pablo (Paul). I'm a spanish user in my first day here. Please, be gentle. I've got no advanced skills on KSP. I only use CKAN to get my add-ons and update. I've got a fatal erro problem that sent me here.

KSP: 1.4.3.2110 (WindowsPlayer x64) es-es

Problem: Houston , we have a Problem! Tweakscale found 60 ****FATAL**** issues

(https://www.dropbox.com/s/bwf6tnfmaef4phc/FATAL_ERROR.jpg?dl=0)

Mods installed: 60 mods, so I put the ckan list with versions

(<https://www.dropbox.com/s/vwkr3hoksh4m736/MyMods.txt?dl=0>).

Reproduction steps: The warning shows up just the second the mods are fully loaded in the game. Right at the biggining, when the first game menu appears.

Log: I can not find the ***Output_log.txt*** archive. I trully swear I have searched it. I've got the KSP.log

(<https://www.dropbox.com/s/lbhsndmq02yc7h/KSP.log?dl=0>)

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Bienvenido al Forum. Si necesitas ayuda para traducir communicate conmigo

rafi



Quote



Don_Jon_Doe

Newbie



Posted August 19

Report post



On 8/18/2019 at 2:54 PM, Lisias said:



You will have to learn how to create directories, unzip files and copy files between directories Are you ok



New Members

+ 2

2 posts

with that?

sure! *(I assume this is no longer needed if the solution of "TweakscaleMakingHistoryConfigs" works properly, is it?)*

On 8/18/2019 at 2:54 PM, Lisias said:

Tell [CKAN](#) to delete the Mod **TweakscaleMakingHistoryConfigs**. This will fix all that double patching on the Making History parts.

I'm trying this right now. I'll let you know whether it works or not.

On 8/18/2019 at 2:54 PM, Lisias said:

In time do you know [S.A.V.E.](#)? You will need to learn to manually install it (there're old versions for KSP 1.4!), but I think it's good to have it - or some other Add'On that does this job.

I'll go to that part of the forum and try to get instructed.

Thank you very much. What an incredible community we got here.

On 8/19/2019 at 2:18 AM, Rafael acevedo said:

Bienvenido al Forum. Si necesitas ayuda para traducir communicate conmigo

rafi

Rafi, muchísimas gracias. De momento voy tirando, pero si tengo algún problema al ponerse la cosa más técnica, te preguntaré. Vaya comunidad que tenemos aquí. Gracias, en serio.

On 8/18/2019 at 2:54 PM, Lisias said:

You got lucky, it's pretty simple to fix it. Tell CKAN to delete the Mod **TweakscaleMakingHistoryConfigs**. This will fix all that double patching on the Making History parts.

Hurrah!!! It worked. Now I got 106 yellow warnings, but no doomsday red warning showed up!! Thanks!!



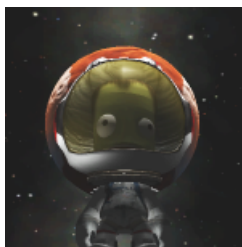
Quote

You like this



sturmhauke

SSTO Junkie



Members

+ 896

867 posts

Location: looking for more Δv

Posted August 19

Report post

On 8/18/2019 at 2:03 PM, Don_Jon_Doe said:

I STRONGLY APOLOGIZE FOR MY USE OF ENGLISH. IF I HAVE TO GIVE YOU ANOTHER INFO, PLEASE LET ME KNOW HOW TO GET IT FOR YOU (PLEASE, REMEMBER: FIRST TIME HERE, ENGLISH IS A FOREIGN LANGUAGE TO ME AND I'M NOOB)

Usted habla ingles mejor que yo hablo español. No se preocupe.



Quote

You like this



kcs123

Posted August 19

Report post

Junior Rocket Scientist



Members

+ 745

2,244 posts



On 8/18/2019 at 2:03 PM, Don_Jon_Doe said:



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IF I HAVE TO GIVE YOU ANOTHER INFO, PLEASE LET
ME KNOW HOW TO GET IT FOR YOU (PLEASE,
REMEMBER: FIRST TIME HERE, ENGLISH IS A
FOREIGN LANGUAGE TO ME AND I'M NOOB)

For quite a lot of other people English is not native language, but don't hesitate to write on english, it is official forum language and more you use it, more you will learn. It is very positive side-effect to improve other foreign language skills. More you use it, less you would need to use translators.



Quote

You and zer0Kerbal 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.

[How to use FAR graph when you design craft ?](#) - click to

RealTimeShepherd

Determined immersionist



Members

+ 27

47 posts

Posted August 19

Report post

Well I got the scary 'You will lose your savegames' message.

This is the relevant section of KSP.log

[LOG 12:02:21.727] [TweakScale] WARNING: **FATAL**
Found a showstopper problem on batteryBankMini (Z-200 Rechargeable Battery Bank).

[LOG 12:02:21.727] [TweakScale] ERROR: **FATAL** Part
batteryBankMini (Z-200 Rechargeable Battery Bank) has a
fatal problem due having duplicated properties - see issue
[#34](<https://github.com/net-lisias-ksp/TweakScale/issues/34>).

Anyone know what it means?



Quote



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 August 19

Report post



On 8/19/2019 at 3:26 AM, Don_Jon_Doe said:



Hurrah!!! It worked. Now I got 106 yellow warnings,
but no doomsday red warning showed up!! Thanks!!

When you get the time (and the mood), publish the KSP.log
again and send me a link. I wanna to register these parts in
order to help me to prioritize the tasks I need to get them
working. 🤖

(good to know if worked! And remember - "A landing from
which you can walk from is a good landing. A landing in
which you can reuse the same aircraft is a excellent
landing!!!") 🤖



On 8/19/2019 at 8:18 AM, RealTimeShepherd
said:



Well I got the scary 'You will lose your savegames'
message.

This is the relevant section of KSP.log

[LOG 12:02:21.727] [TweakScale] WARNING:
FATAL Found a showstopper problem on
batteryBankMini (Z-200 Rechargeable Battery Bank).
[LOG 12:02:21.727] [TweakScale] ERROR: **FATAL**
Part batteryBankMini (Z-200 Rechargeable Battery
Bank) has a fatal problem due having duplicated
properties - see issue [#34](<https://github.com/net-lisias-ksp/TweakScale/issues/34>).

Anyone know what it means?

It means that you need to publish the whole KSP.log,
otherwise I could not detect who is the guy double
patching the part. 🤖 Without the full KSP.log, I don't know
who are messing up - I can just see the one being messed
with.

All I can do is to guess. Perhaps you have the [same problem as this guy](#), but without further information, it's a wild guess.



Quote Edit

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

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 August 19

Report post

Announce

TweakScale 2.4.3.3 is now available on Spacedock and [CKAN](#). I forgot to do it yesterday, and today we had some Breaking News to cope with! 🤖

For non [CKAN](#) users, see [OP](#) for links, change log *et all*.

Scale safe! 🤖



Quote Edit

kcs123 likes this

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

DarkNounours

Bottle Rocketeer



Members

+ 2

6 posts

Posted August 20

Report post



On 8/18/2019 at 2:03 PM, Don_Jon_Doe said:



Hello, my name is Pablo (Paul). I'm a spanish user in my first day here. Please, be gentle. I've got no advanced skills on KSP. I only use [CKAN](#) to get my add-ons and update. I've got a fatal erro problem that sent me here.

I STRONGLY APOLOGIZE FOR MY USE OF ENGLISH.
IF I HAVE TO GIVE YOU ANOTHER INFO, PLEASE LET ME KNOW HOW TO GET IT FOR YOU (PLEASE, REMEMBER: FIRST TIME HERE, ENGLISH IS A

FOREIGN LANGUAGE TO ME AND I'M NOOB)

Welcome, Dude.

Ne t'en fais pas, moi non plus je ne suis pas anglophone.

Don't worry, I am not a native english speaker either.



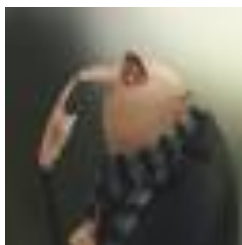
Quote

You like this



BananaDealer

Cabana Corp. CEO



Members

+67

1,138 posts

Posted August 20

Report post

I guess this is as good of a return to the forum as one could expect with KSP...

ANYWHO, hadn't played KSP in a few weeks (ahem... months, but hey) and had to update my mods. After loading, your nice little warning system gave me 20 FATAL errors...

So, here's my [log](#) (and a [Ckan modlist export](#), if you need it):



Quote

You like this



Cabana Corp. Research Development

Lisias

Boldly crashing what no Kerbal has crashed before!



Posted August 20 (edited)

Report post



On 8/20/2019 at 9:23 AM, BananaDealer said:



I guess this is as good of a return to the forum as one could expect with KSP...



Members

+ 2,239

2,313 posts

Location: Universe ! Virgo !

Milkway ! OrionArm !

SolarSystem ! Earth ! America !

SouthAmerica ! Brazil !

SãoPaulo ! Capital ! Home !

LivingRoom ! MyChair

ANYWHO, hadn't played KSP in a few weeks (ahem... months, but hey) and had to update my mods. After loading, your nice little warning system gave me 20 FATAL errors...

Welcome back! (kinda of :-P).

Sorry for that. If you are not aware, that Pesky, Scaring Message means that there're some Add'Ons on a toe stomping fest. Sometimes TweakScale can fix the mess by itself, or at least mitigate the problem. You will see Yellow warnings and advises when something not dangerous are in need of your attention.

However, there're some other problems that would corrupt your savegames, cannot be fixed automatically, and can happen at anytime you install an Add'On. These as the fatal ones, and besides now and then a not letal glitch ends up mixed on the basket, a single one of the nasties can ruin your day. Check the [Issue #34](#) to see what can happen (not only on VAB/SPH but also on the flying crafts!). Fixing the mess by hand is not for the faint of heart! 🤖

Enough chitchat. Let's crack that nut. Follow the FATALities on your installment:

➤ **Reveal hidden contents**

I think you got lucky. I recognized the first of them, and the bluedog ones are the screaming victim. The perpetrator is CxAerospace. You will need to apply a hot-fix, as this Add'On is currently stalled. You will find instructions to fix CxAerospace [on this post](#).

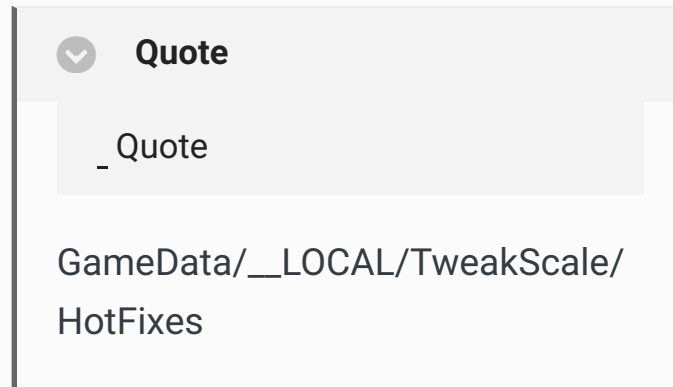
TL;DR:

▼ **Quote**

Download and install TweakScale 2.4.3.3 (see [OP](#)), and then copy the following file(s) from the distribution package:

```
Extras/TweakScale/HotFixes/CxAerosp  
ace--Bluedog_DB.cfg
```


into your GameData. I strongly advise to use the following directory (create it if needed):



So the patches will survive updates and will be easily found when the time to delete them come.

You will see advises about hot fixes on startup. They close by themselves, and they are there to keep you remembering that there're hot-fixes on your installment. Hot-fixes are workarounds, and can cause as much damage as the ones they fix if something changes too much - but since [CxAerospace is stalled](#) and no one can issue a fix without copyright infringement due the licensing terms, that's what I can do for you by now.

However, your installment has a new problem, and with Contares this time. This is the patching process for one of the affected parts:

```
[LOG 12:53:51.635] Applying update
Contares/Patches/CONTARES_TweakScale/
@PART[truss-octo-*] to
NearFutureConstruction/Parts/Truss/tr
uss-octo/truss-octo-
04.cfg/PART[truss-octo-04]
[LOG 12:53:53.774] Applying update
FMRS/FMRS_MM/@PART[*] to
NearFutureConstruction/Parts/Truss/tr
uss-octo/truss-octo-
04.cfg/PART[truss-octo-04]
[LOG 12:54:19.725] Applying update
RecoveryController/RecoveryController
_MM/@PART[*]:HAS[!MODULE[ModuleAnchor
edDecoupler],!MODULE[ModuleDecouple],
!MODULE[USDecouple]]:NEEDS[StageRecov
ery] to
NearFutureConstruction/Parts/Truss/tr
```

The problem here is that Contares is applying patches for TweakScale on NFT, ignoring the TweakScale default patches. The good news is that this is old news, and was, too, [already tackled down here](#).

However... Contares doesn't provides a Github, Bitbucket or any other Code Hosting service, so I'm unable to apply the patches myself as I use to do. The canonical way of handling this is reaching them and asking to fix their patches.

In the mean time, you can workaround the problem by deleting Contares/Patches/CONTARES_TweakScale.cfg - the TweakScale ones are the ones ruling the scaling now (as they were applied last), so this is the safest way to handle the mess if you already have ongoing savegames.

Edited August 22 by Lisias

Hit "save" too soon



Quote Edit

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

BananaDealer

Cabana Corp. CEO



Members

+ 67

1,138 posts

Posted August 20

Report post



On 8/20/2019 at 12:05 PM, Lisias said:



Welcome back! (kinda of :-P).

Thanks! And thank you for the timeliness...

Now, lets see if everything works...

Gets into Bomb-disposal Suit and hides behind a concrete barricade



Quote



Cabana Corp. Research Development

RealTimeShepherd

Determined immersionist



Members

+ 27

47 posts

Posted August 20

Report post



On 8/19/2019 at 10:42 AM, Lisias said:



When you get the time (and the mood), publish the KSP.log again and send me a link. I wanna to register these parts in order to help me to prioritize the tasks I need to get them working. 🤖

(good to know if worked! And remember - "A landing from which you can walk from is a good landing. A landing in which you can reuse the same aircraft is a excellent landing!!!") 🤖

It means that you need to publish the whole KSP.log, otherwise I could not detect who is the guy double patching the part. 🤖 Without the full KSP.log, I don't know who are messing up - I can just see the one being messed with.

All I can do is to guess. Perhaps you have the [same](#)

[problem as this guy](#), but without further information, it's a wild guess.

Ah OK, here is my KSP.log file

<https://www.dropbox.com/s/eye3xi699tn23xa/KSP.log?dl=0>

Many thanks!!



Quote



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 August 20

Report post

▼ On 8/20/2019 at 3:45 PM, RealTimeShepherd said:

Ah OK, here is my KSP.log file

<https://www.dropbox.com/s/eye3xi699tn23xa/KSP.log?dl=0>

Many thanks!!

Well.. It was a guess, now I'm sure. It's the [exact same problem](#).

```
[LOG 2019-08-19 16:49:31.017] Applying
update
TweakScale/patches/Squad/Squad_Util/@PART[batteryBankMini] to
Squad/Parts/Electrical/z-200Battery/z-200Battery.cfg/PART
[LOG 2019-08-19 16:50:07.840] Applying
update
RealismOverhaul/RO_SuggestedMods/Squad/RO_Squad_Electrical/@PART[batteryBankMini]:FOR[RealismOverhaul] to
Squad/Parts/Electrical/z-200Battery/z-200Battery.cfg/PART
```

Well, I don't think we can manage to apply a fix, as I was told that TweakScale is not supported by them (besides they providing TweakScale patches - but whatever). So I will cook a hot-fix for you. [@Buflak](#), this may interest you too - at that time, I didn't had the Hot-Fix idea yet, but perhaps this can help you as you update your Add'Ons.

Download the file below (it will be featured on the next minor release - sooner or later :P)

[Extras/TweakScale/HotFixes/RO-Stock_Electrical.cfg](#) (click the Raw button)

and save it into your GameData. I strongly advise to use the following directory (create it if needed):



Quote

GameData/__LOCAL/TweakScale/
HotFixes

So the patches will survive updates and will be easily found when the time to delete them come.

I don't have a Realism Overhaul testbed, so I didn't tested it. Could you please advise if this stunt manages to work?

Additionally, [@RealTimeShepherd](#), I found an awful amount of Exceptions from TweakScale while trying to inspect a lot of parts. I'm on the dark on that Exceptions. Could you please publish your GameData/ModuleManager.ConfigCache ? This can help me to diagnose that.



Quote Edit

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

Buflak

Bottle Rocketeer



Posted August 20

Report post



Members

+7

23 posts

4 hours ago, Lisias said:

I don't have a Realism Overhaul testbed, so I didn't tested it. Could you please advise if this stunt manages to work?

It worked when i changed this:

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

To this:

```
:NEEDS[RealismOverhaul]
```

The TweakScale window came up in the main menu saying it found 1 hotfix. With the full path in the NEEDS, only the fatal warning showed up.

I double checked my RO install, and that is indeed the correct path.

But MM wiki says:

Quote

The stuff within the needs section is based on either:

- A plugin .dll with the same assembly name.
- A subdirectory name under GameData. (Names with spaces can be used, just remove the spaces: GameData/My Mod/ =>
:NEEDS [MyMod]
- A FOR[Blah] defined would allow NEEDS[Blah]

So maybe it doesn't work with multiple subdirectories or cfg files?

Tested with both MM 4.0.2 and MM 3.1.1



Quote

You like this



Lisias

Posted August 20

Report post

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

On 8/20/2019 at 10:58 PM, Buflak said:

So maybe it doesn't work with multiple subdirectories
or cfg files?

It was my understanding that it would work. Well, I was
wrong. I will check the MM documentation again. Thanks
for the tip, I just fixed the file o github!



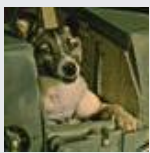
Quote

Edit

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

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

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