

[>= 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 June 27 (edited)

[Report post](#) 

On 6/27/2019 at 5:12 AM, zer0Kerbal said:

been trying to patch SCANSat to use TweakScale. Got it to work last year, but now.

I check the MMCfgOutput and it shows up - just not in the game.

the patch I am using is:

[➤ Reveal hidden contents](#)

rewards: 100  4  1 

Forget what I said below! =D

[➤ Reveal hidden contents](#)

This is what you need to do:

```
@PART[ SCAN* ] :NEEDS[ SCANSat ] :FINAL
{
    MODULE
    {
        name = TweakScale
        type = surface
        //SGExPercentScale
        TWEAKSCALEEXPONENTS
        {
            name = Part
            DryCost =
-1.5
            mass = 1.25
        }
    }
}
```

I'm so focused on fixing bugs that I seeing bugs on everything I touch! 🤪🤪

Edited June 27 by Lisias

A proper answer to the guy's problem



Quote Edit

zer0Kerbal likes this

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

zer0Kerbal

Junior Rocket Scientist



Members

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666 posts

Posted June 27 (edited)

Report post



On 6/27/2019 at 6:46 AM, Lisias said:



Forget what I said below! =D

This is what you need to do:

```

@PART[ SCAN* ] :NEEDS[ SCANSat ] :FINAL
{
    MODULE
    {
        name = TweakScale
        type = surface
        //SGExPercentScale

        TWEAKSCALEEXPONENTS
        {
            name =
Part
DryCost =
-1.5
mass =
1.25
        }
    }
}

```

I'm so focused on fixing bugs that I seeing bugs on everything I touch! 🤪🤪

Bugs! 🤪

Tried that - here is the resulting _MMCfgOutput for the RADAR:

➤ **Reveal hidden contents**

and here is the patch:

➤ **Reveal hidden contents**

am flummoxed, the patch is there, is correct, and it isn't working.

Edited June 27 by zer0Kerbal



Quote



"I usually don't ask if it is possible, rather I hit it with a big enough hammer to make it work. — Jeb ✕ ▼

they are already on a path to unavoidable, unmitigated

doom; that it is not a matter of if, but when, they will crash in a way that would make Jeb gloriously feeble-minded in obvious, obvious ways.

Lisias

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Posted June 27

Report post



On 6/27/2019 at 1:18 PM, zer0Kerbal said:

Bugs! 🐛

Tried that - here is the resulting _MMCfgOutput for the RADAR:

and here is the patch:

am flummoxed, the patch is there, is correct, and it isn't working.

(sigh). When everything else fails, read the Manu... I mean.. the Source. You can omit the "name = Part", it's automatically added at runtime.

About the nonworking thing , I need your full KSP.log and MM's ConfigCache to see if there's something interesting there before firing up a dedicated test bed for this issue and start comparing results.



Quote Edit

zer0Kerbal likes this

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

zer0Kerbal

Junior Rocket Scientist



Members

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Posted June 27 (edited)

Report post



On 6/27/2019 at 1:52 PM, Lisias said:

(sigh). When everything else fails, read the Manu... I mean.. the Source. You can omit the "name = Part", it's automatically added at runtime.

About the nonworking thing , I need your full KSP.log and MM's ConfigCache to see if there's something interesting there before firing up a dedicated test bed

for this issue and start comparing results.

~~the one and hopefully only~~

~~kindly tell me when you have it so I can delete.~~

PS I put things in the patch to debug/ensure the patch as a whole was working - including the rescale =.

thank you in advance.

and I never read the Manu - just wing it and if there are extra parts, they weren't meant to go in or are spares. 🤖

Edited June 27 by zer0Kerbal



Quote

You like this



"I usually don't ask if it is possible, rather I hit it with a big enough hammer to make it work. — Jeb ✕ ▼

they are already on a path to unavoidable, unmitigated doom; that it is not a matter of if, but when, they will crash in a way that would make Jeb gloriously feebleminded in
envious invious awe

Lisias

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Posted June 28

Report post



On 6/27/2019 at 1:18 PM, zer0Kerbal said:



I am flummoxed, the patch is there, is correct, and it isn't working.

It took me some serious time until I realized what's happening... 🤖



Reveal hidden contents

There's no Scale.dll on your installment!!! 🤖 Somehow, someone of something deleted Scale.dll from the GameData/TweakScale/Plugins folder. This folder is still there, I think, as Scale_Redist.dll is on the DLL listing.

I suggest you to reinstall TweakScale. 🤖



Quote Edit

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

zer0Kerbal

Junior Rocket Scientist



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@Lisias umm.. heading out the door for a short trip - will respond after return - but, umm.... how'd that happen? fixed.



Quote

You like this



"I usually don't ask if it is possible, rather I hit it with a big enough hammer to make it work. — Jeb

they are already on a path to unavoidable, unmitigated doom; that it is not a matter of if, but when, they will crash in a way that would make Jeb gloriously feeble-minded in envious invious awe

kcs123

Junior Rocket Scientist



Members

+ 745

2,244 posts

Posted June 28

Report post



On 6/28/2019 at 12:58 PM, zer0Kerbal said:



but, umm.... how'd that happen? fixed.

Can happen to anyone. Veterans included, wanted to admit that or not. Sitting in front of screen for too long, working on patches with sleep deprivation, tired, etc. Plenty of possible reasons. Our own brains fool us way too often. That is why it is good practice to give your own work to someone else, to look at it and inspect for errors. Whatever intellectual work it is, coding, working on some art, writing a book or anything similar.



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

Lisias

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Posted June 28 (edited)

Report post

On 6/28/2019 at 2:50 PM, kcs123 said:

Can happen to anyone. Veterans included, wanted to admit that or not.

You can say that twice. Two times in a row!

I spent the last 12 hours hunting down a "terrible" logic bug that fooled the QAS and got through.

It ended up not being a logic bug, that code was the Screaming Victim. And I didn't exactly found it, I stumbled on it due another silly mistake that I was reporting to a colleague. Silly mistake that I caught while trying to figure out the problem.

What's irrelevant anyway, as that silly mistake when fixed ended up minimizing the need of my feature at first place, the product could go live without it now.

So I leaved for lunch. And eat the most greasy, brain satisfaction inducing food available on the eatery.

— — — POST EDIT — — —

(after nap) 🤪

➔ Reveal hidden contents

On 6/28/2019 at 12:58 PM, zer0Kerbal said:

@Lisias umm.. heading out the door for a short trip - will respond after return

No need to hurry, I called it a day and i'm going to get some sleep. 🤖

The (very) good news is that I finally have time for KSP again.

Edited June 28 by Lisias

post edit. =P



Quote Edit

kcs123 and Enceos like this

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

Lisias

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Posted June 29 (edited)

Report post



On 6/25/2019 at 7:06 AM, Lisias said:



By the way, that [exhaust scaling](#) bug can be related - or not, just with the same root cause. What raises a yellow flag - if the flame is not being scaled on an axis (the length) what's being scaled in its place? That bug can be more than just aesthetics!

~~Answering my own question - the Z position of the attached part. I think the scaling code is "leaking" into some other datum. This time, on an attachment point.~~

~~Interesting enough, by reloading the craft the problem plain vanished, now it works fine again. I'm trying to remember the sequence of changes that leaded to the problem. I think that re-rooting the vessel can be involved, as I remember doing that, but for the moment, no dice.~~

~~If someone manages to reproduce something as this, please advise.~~

– POST EDIT –

The good news is that the the bad scaling of the attached parts is unrelated to the exhaust/plumes scaling.

On the other hand, it appears to be related to the fail on

scaling the Root part.

It's apparently a change on the Part's life cycle - the order in which some callbacks had changed, or perhaps some things that were used to be called serially are now being called concurrently.

Edited July 6 by Lisias

POST EDIT



Quote Edit

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

Buflak

Bottle Rocketeer



Members



7

23 posts

Posted July 1 (edited)

Report post

Got a fatal error.

KSP 1.7.1

TweakScale 2.4.3.0

RSS v14.0 + RO v12.7.1 and all it's dependencies

[log](#)

[MM cache](#)

Edited July 1 by Buflak



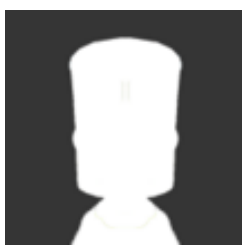
Quote

You like this



dockingtutorialimpossible

Bottle Rocketeer



Members

Posted July 1 (edited)

Report post

So are we ckan dudes not getting the patch? Is there still some buggery to clear up before we get a version?

Edited July 1 by dockingtutorialimpossible

f#!? isn't a word



Quote



zer0Kerbal

Junior Rocket Scientist



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Posted July 1

Report post

am still shaking head about the missing re_scale.dll....



Quote

You like this



"I usually don't ask if it is possible, rather I hit it with a big enough hammer to make it work. — Jeb

they are already on a path to unavoidable, unmitigated doom; that it is not a matter of if, but when, they will crash in a way that would make Jeb gloriously feeble-minded in

envious invious awe

Ryugi

Boldly going...on fire



Members

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55 posts

Posted July 2

Report post

So... Just to be clear...

Is there a fix to the "#34" issue yet? The save-breaking doom bug or whatnot that gives you warnings on the title screen when detected?

Or is that still being "fixed"? And, if so, what's the current version of TweakScale?



Quote



Lisias

Boldly crashing what no Kerbal has crashed before!



Members

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Posted July 4

Report post



On 7/1/2019 at 8:05 AM, Buflak said:



Got a fatal error.

KSP 1.7.1

TweakScale 2.4.3.0

RSS v14.0 + RO v12.7.1 and all it's dependencies

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[log](#)

[MM cache](#)

I need the KSP.log. output_log.txt helps when KSP crashes or does something unexpected. To diagnose Add'Ons (and TweakScale), we need KSP.log too. The KSP.log lists every troublemaker part, and you want to detect and fix the parts mentioned with "**FATA**" on the log.

▼ On 7/1/2019 at 5:46 PM, [dockingtutorialimpossible](#) said:

So are we [ckan](#) dudes not getting the patch? Is there still some buggery to clear up before we get a version?

Not this one. 2.4.3.1 will be released on the [CKAN](#), the problem that triggers the **FATAL** Pop Dialog are far more spread than I thought, and the absence of the "Cancel" button would make havoc around here. A better cooked version is on the way.

In the mean time, use "[S.A.V.E.](#)". Keep using it], by the way.



▼ On 7/2/2019 at 2:58 AM, [Ryugi](#) said:

So... Just to be clear...

Is there a fix to the "#34" issue yet? The save-breaking doom bug or whatnot that gives you warnings on the title screen when detected?

Or is that still being "fixed"? And, if so, what's the current version of TweakScale?

Yes, let make this perfectly clear. There's no fix on TweakScale for [#34](#) because it's not a TweakScale problem. It's a patch problem.

People borks. And since people that writes patches are

people, they bork too.

Fell free to join the rogue patches hunt. It will be fixed when people start to help detecting problems on the patches, TweakScale's job is to warn about the problematic patches, and this is what it's being done. Issue #34 is closed, by the way.

The current TweakScale version is the one you have access to.



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

dockingtutorialimpossible likes this

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

Ryugi

Boldly going...on fire



Members



9

55 posts

Posted July 4

[Report post](#)

Thank you very much for the clarification [@Lisias](#). I'm sorry if it seemed accusatory. I just wanted to make sure I had the most up to date version.



[Quote](#)

You like this



Buflak

Bottle Rocketeer



Members



7

23 posts

Posted July 4 (edited)

[Report post](#)



On 7/4/2019 at 6:26 AM, Lisias said:



The KSP.log lists every troublemaker part, and you want to detect and fix the parts mentioned with "**FATA**" on the log.

This is all i've found searching for fatal or sanity check. Is this enough, or do you need the full log?



Reveal hidden contents

[Also, latest MM cache](#)

[Full KSP.log](#)

Edited July 4 by Buflak

added full log

+ Quote

You like this



linuxgurugamer

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



Members

+ 12,824

16,172 posts

Location: At SpaceTux Industries HQ

Posted July 4

Report post



On 7/4/2019 at 9:59 AM, Buflak said:



This is all i've found searching for fatal or sanity check. Is this enough, or do you need the full log?

> Reveal hidden contents

[Also, latest MM cache](#)

It always is preferable to provide the full log. Its nice to point out what you see as the errors, but sometimes other information is needed and useful. Providing the full log avoids the need for the author or some else to ask for it.

+ Quote

Buflak likes this



I stream on Twitch on Sunday evenings:



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

Read this BEFORE asking for

support: <http://forum.kerbalspaceprogram.com/index.php?/topic/83212-how-to-get-support-read-first/>



Lisias

Boldly crashing what no Kerbal has crashed before!

Posted July 4

Report post



On 7/4/2019 at 7:28 AM, Ryugi said:





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Thank you very much for the clarification [@Lisias](#) .
I'm sorry if it seemed accusatory. I just wanted to
make sure I had the most up to date version.

I'm a bit jumpy due some Real Life Job issues. Sorry if I
sounded harsh, sometimes I let RL leak into the Forum.

In a way or another, as soon as RL allows, 2.4.3.1 will be
released for everybody. Gradually, just in case.



Quote Edit

Ryugi likes this

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

Lisias

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Posted July 4 (edited)

Report post



On 7/4/2019 at 9:59 AM, Buflak said:



This is all i've found searching for fatal or sanity
check. Is this enough, or do you need the full log?



Reveal hidden contents

[Also, latest MM cache](#)

[Full KSP.log](#)

Thanks!

The only bad news I detected is about **batteryBankMini** .
Something is patching it twice, and it's the reason that
****FATAL**** thingy was shown to you. The Module Manager
cache shows me that this part has the following
TweakScale data:

```

MODULE
{
    name =

TweakScale

    type = stack
    defaultScale =

0.625

    type =

RealismOverhaulStackSolid
}

```

You see that double "type" thing? That's the nasty stuff. Realism Overhaul is involved for sure, but we can't say if it is the one borking because we are seeing just the ending results, not the order in which things are happening. So I dugged again into the KSP.log and found this:

```

[LOG 10:38:01.023]
Config(@PART[batteryBankMini]:FOR[RealismOverhaul])
RealismOverhaul/RO_SuggestedMods/Squad/
RO_Squad_Electrical/@PART[batteryBankMini]:FOR[RealismOverhaul]

[a lot of lines later]

[LOG 10:38:01.182]
Config(@PART[batteryBankMini])
TweakScale/patches/Squad/Squad_Util/@PART[batteryBankMini]

```

What hints me that Realism Overhaul apparently :NEEDS 🤖 to add the :NEEDS[TweakScale] clause on one of their parts, as they are being applied before the default TweakScale ones.

Interesting, none of that Exceptions and Warnings that caught my attention on your previous log are being logged this time. So yeah, that hunch paid - the previous TweakScale version was being ran over by other Add'On (or vice-versa!) on the Main Menu (when a lot of Add'Ons needs to finish some business before you can play). The 2.5 beta has some measures that tries to avoid the Toe

Stomping Fest, and it appear to have worked for you!

The only remaining significant thing worth of being mentioned is this Exception:

```
[WRN 10:40:11.391] [ROCManager]:  
Invalid CelestialBody Name Eeloo on  
ROC Definition EelooBerg. Removed  
entry.  
[ERR 10:40:11.392] Exception handling  
event OnPSystemReady in class  
ROCManager: System.ArgumentOutOfRangeException:  
Exception: Argument is out of range.  
Parameter name: index  
    at  
    System.Collections.Generic.List`1[Roc  
    CBDefinition].get_Item (Int32 index)  
    [0x00000] in <filename unknown>:0  
    at ROCManager.ValidateCBBiomeCombos  
    () [0x00000] in <filename unknown>:0  
    at ROCManager.GetROCControlFromCB  
    () [0x00000] in <filename unknown>:0  
    at EventVoid Fire () [0x00000] in
```

This one probably was already there last time, but I missed due being worried about the other ones.

My advise to you are, so:

- The most important of any advise I could give, install and use [S.A.V.E.](#) . 🧐 This will help us to keep your savegames alive
- Apparently,. TweakSkale 2.5 solved some problems for you . Consider using it for while, I will back port some features for 2.4.3.1 as your installment clearly demonstrated they are needed and effective.
 - TweakScale 2.4.3.0 should be enough, but it will pesky on that ****FATAL**** message every time you boot KSP until all the ****FATAL**** messages are gone, and I failed to add a "Cancel" button on that damned thing.
 - In a way or another, S.A.V.E. will prevent any savegame corruption, and I will help in any manual intervention if necessary.
- Ask Reality Overhaul guys to check their patch on "batteryBankMini" and see if by adding a

:NEEDS[TweakScale] that **FATAL** goes away.

And thanks for using TweakScale. I can be grumpy sometimes, but I'm also thankful to see TweakScale being useful.

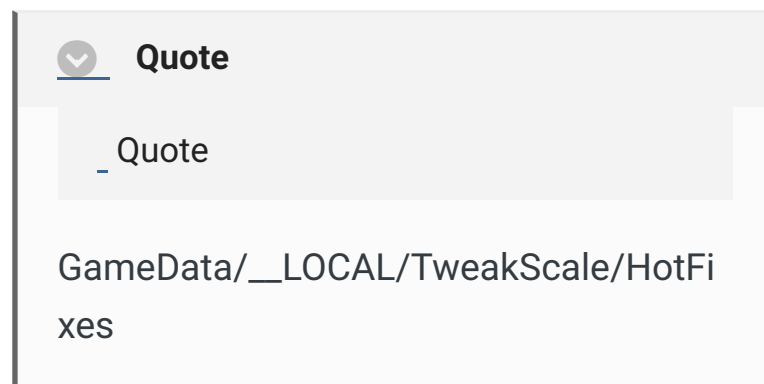
hummm... The Thankful Grumpy - nice name for a Rock Band....

— HOT FIX —

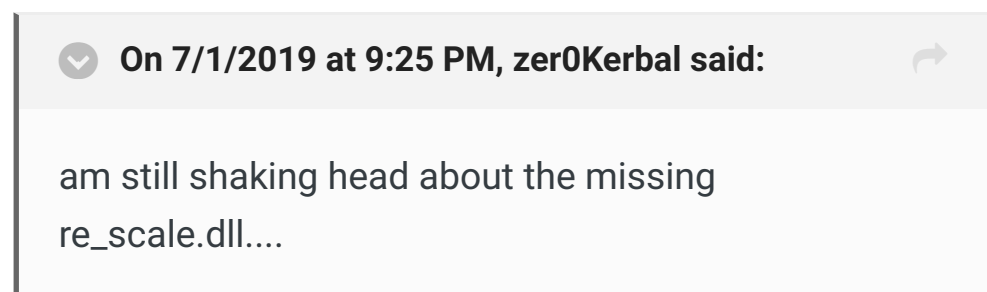
Download the file below (it will be featured on the next minor release - sooner or later :P)

[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):



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



Do you know that feeling in which it looks like we are walking on hot charcoal? Well, I'm currently seating on some. 🤖

Believe me, this happens. And it happens a lot. All the time. It's the reason we implement some safety-guards and reviews on the development process.

As soon as my SAS cold down 🤖 I have a lot of histories that will make you feel better. Really. We will laugh of this soon. 🤖

Edited August 20 by Lisias

Hot Fix issued.



Quote Edit

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

Buflak

Bottle Rocketeer



Members



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Posted July 4

Report post

Cool, thanks.

I know very little about coding, but isn't that exception complaining about not being able to place surface features on Eeloo? If so that's fine, RSS doesn't have Eeloo anyway.

As for the battery bank mini, the only way to wreck my saves is if i use the thing, or if i scale it?

It's not on any of my current crafts and i don't plan to use it in the future, so i should be safe right?



Quote



Lisias

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Posted July 4 (edited)

Report post



On 7/4/2019 at 11:11 AM, Buflak said:



I know very little about coding, but isn't that exception complaining about not being able to place surface features on Eeloo? If so that's fine, RSS doesn't have Eeloo anyway.

Yep. But we are seeing what's happening, not why it's happening. And without the 'why', it's hard to propose a solution. Or even know for sure that it's not a problem, just

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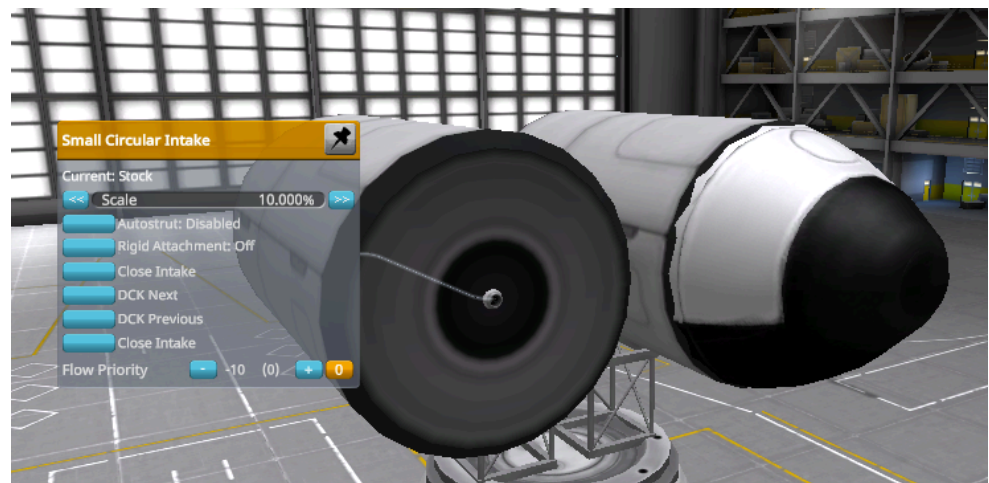
a glitch that you can ignore. Doesn't hurt to ask the guys about ROCManager to be sure. A lot of things I used to think it was just a glitch ended up biting me on TweakScale.

▼ On 7/4/2019 at 11:11 AM, Buflak said:

As for the battery bank mini, the only way to wreck my saves is if i use the thing, or if i scale it?

There're a situation (and this situation is very similar to yours!) in which by merely using the part, you can get into trouble. What happens is that there're conflicting instructions about how the part should be scaled, and this conflict is "handled" in a non logical way. Worse, if something changes (by adding or deleting a Add'On, triggering a new set of patches that can change the present instructions set), the thing that defines how the part should be scaled changes, but not the data used by it!

This is one possible aftermath for this problem:



This is nasty because the this can happens at any time (by adding or deleting a single patch on the whole system!), and then every craft file and, worse, every flying craft on your KSP installment (as long it has that ****FATAL**** issue) can end like this.

You close KSP, you change a single patch (that by bad luck. borks a part used by a flying craft) and then suddenly, by loading the savegame, your crafts have that part mangled. Sometimes, the part gets bigger, not smaller. You can imagine the results. 🤖

On 7/4/2019 at 11:11 AM, Buflak said:

It's not on any of my current crafts and i don't plan to use it in the future, so i should be safe right?

Yes. But you need to keep remembering it, what's cumbersome. (I thought on patching the part name to keep it flagged - but then I considered I would be patching by brute force an already badly patched part, and considered not being the best of the ideas, as it could be harder to convince people TweakScale is not exactly the one borking on it.)

The only really safe option is to fix the problem in a way or another.

Since you got lucky and there're only **one** part on your current installment, you can walk away with this. But avoid adding or deleting Add'Ons to prevent creating new problems (that pesky DialogBox shows a counter), as things can escalate fast. One of my installments got [182 "fatalities"](#) first time I tried 2.4.3!

In the mean time, I'm working with Add'On maintainers to hunt down and fix every issue I hear of. A patch at time. 🐼

Edited July 4 by Lisias

oh, yeah. Tyops!



Quote Edit

Buflak likes this

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

Posted July 7

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News from the front.

I finally got some sparing time for coding KSP, and TweakScale was the top of the list.

While I managed to close some minor issues (opportunistically, as I was checking different things and it happened to be easy to do the task at that moment), I failed to really solve (today) some more pressuring issues - but at least I managed to figure out where the problems

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LivingRoom ! MyChair

are not in. 🙄

The Exhaust and Plume Scaling Problem ([issue #27](#)) is completely unrelated to the [Drag Scaling Problem on the Root Part](#), as well to the [Attached Parts being Moved Incorrectly at Scaling](#). I will need to dig more on KSP and Unity to fix this, as it appears.

On the other hand, the last two can be related. The Incorrect move of attached parts happened only once to me (but I'm almost not playing KSP on the last few weeks), and it plain vanished once I reload the craft - so this hints me it's a problem on the Craft's Life Cycle - something is not being done (or are being done too late), and some data are not initialized correctly and the function that decides to move or not the attached parts borks. I'm guessing that the Drag problem can be related to the Part's Life Cycle too, as a eye inspection revealed that the Drag Function is called differently depending in the state of the cycle the part is.

I detected similar issues on another Add'On, by the way. It's a pain in the [SAS](#) 🙄 to find exactly what's happening, and I'm unsure I could do this in just one Sunday. But it's a solid theory, and it's what I'm going to pursue on the Sunday.

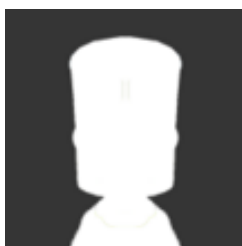


Quote Edit

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

falcoon

Rocketry Enthusiast



Members

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66 posts

Posted July 7

Report post

[@Lisias](#) Remember my question about [exploding ship](#) ?
Here are files you requested

[KSP log](#)

[MM flies](#)

Wasn't sure what do you mean by 'all [MM](#) files', if anything is missing, just let me know.
Thank you for you time.



Quote

You like this



eagle92lightning

Sr. Spacecraft Engineer



Members

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387 posts

Location: Inside the bell of a F-1

Posted July 7

Report post



So I take it this doesn't work for 1.7?



Quote



Lisias

Boldly crashing what no Kerbal 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

Posted July 7 (edited)

Report post



On 7/7/2019 at 9:56 AM, eagle92lightning said:



So I take it this doesn't work for 1.7?

You are taking it wrongly. 🤖

It works for KSP as long as rogue patches don't screw it up - what's been happening for a long time, but I just detected the problem on the 1.7 era. TweakScale is working for KSP 1.4 and beyond, so you can check for yourself about this.

These are the nasty ones that could ruin your day - so TweakScale 2.4.3.0, besides being the most annoying release ever, it's also the safest.

Other than that I have 1 visual glitch and two recently discovered annoyances, currently Work In Progress.



On 7/7/2019 at 4:01 AM, falcoon said:



@Lisias

Remember my question about [exploding](#)

[ship](#) ?

Here are files you requested

Wasn't sure what do you mean by 'all MM files', if anything is missing, just let me know.

Thank you for you time.

Yep,. I was wondering if I should ping you back there 🐼

Yes, this is exactly what I need, thanks. I will post a follow up in the next few hours.

▼ On 7/1/2019 at 5:46 PM,
dockingtutorialimpossible said:

So are we ckan dudes not getting the patch? Is there still some buggery to clear up before we get a version?

I lost you in the stream sorry. I'm delaying CKAN due a mishap on handling U.I. Plain idiocy.

Since Real Life took me away for some weeks, I'm going to fix that idiocy and some small things more on 2.4.3.1 . This one will be released for CKAN (unless someone kicks me in the SAS due some more mistake, of course).

Edited July 7 by Lisias

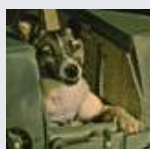
one more post



Quote Edit

falcoon and dockingtutorialimpossible like this

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




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