



## [Airships in 1.3] HooliganLabs Mods

[Follow](#)

49

By JewelShisen, October 19, 2013 in Add-on Releases

Rate this topic

[Start new topic](#)[Reply to this topic](#)

« [PREV](#) [23](#) [24](#) [25](#) [26](#) [27](#) **28** [29](#) [30](#) [31](#) [32](#) [33](#) [NEXT](#) »

Page 28 of 55

### Major999

Kraken Slayer



Members

+ 69

92 posts

Posted January 10, 2015 (edited)

[Report post](#) 

My game has been crashing more often than it usually does, and i keep getting this in the unity player's log:

```
Missing method .ctor in assembly
/Applications/KSP_osx/GameData/Hooligan
Labs/Plugins/HLAirship.dll, type
System.Runtime.Versioning.TargetFrameworkAttributeThe class
System.Runtime.Versioning.TargetFrameworkAttribute could not be loaded, used
in HooliganLabs
Can't find custom attr constructor
image:
/Applications/KSP_osx/GameData/Hooligan
Labs/Plugins/HLAirship.dll mtoken:
0x0a000001
```

Does anyone know what this is?

Edited January 10, 2015 by Major999



Quote



999Aerospace  
Flying in the face of realism.

^Click it. You won't be disappointed.^

**politas**

CKAN Mission Director



Members

+ 440

700 posts

Location: Australia

Posted January 10, 2015

Report post



**JewelShisen said:**

Actually this shouldn't BE in CKAN as I never gave them permission to add it.

Would they need your permission? It's just metadata to help people installing your mod.



Quote



[The CKAN thread](#)

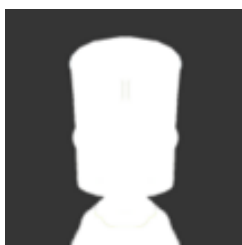
[CKAN FAQ](#)

[CKAN clean & reinstall process](#) (Solves most [CKAN](#) errors)

[CKAN Troubleshooting guide](#)

**MoÃ...â€šot**

Rocketry Enthusiast



Members

0

50 posts

Posted January 10, 2015

Report post



**Khatharr said:**

Okay, I've fixed it.

Thanks! Worked like a charm. Could I ask you two more things?

1. Make it Toolbar - independent as 0.90 has it's own toolbar. Using mod toolbar should be an option, not requirement.
2. Share full archive with VisualStudio project, if you

can. I'm new to C# so having more than just .cs file would be lovely.

I mean, having only one of these two should be enough, I'm pretty sure I can do the first if you'll give me the second... Hacking around using other projects as references. Probably I should be able to anyway, but it would take me longer than absolutely needed.



Quote



## JewelShisen

Airship Fleet Commander



Members

+ 165

1,233 posts

Posted January 11, 2015 (edited)

Report post

### MoÃ...â€šot said:

Thanks! Worked like a charm. Could I ask you two more things?

1. Make it Toolbar - independent as 0.90 has it's own toolbar. Using mod toolbar should be an option, not requirement.
2. Share full archive with VisualStudio project, if you can. I'm new to C# so having more than just .cs file would be lovely.

I mean, having only one of these two should be enough, I'm pretty sure I can do the first if you'll give me the second... Hacking around using other projects as references. Probably I should be able to anyway, but it would take me longer than absolutely needed.

It was never intended to be mandatory toolbar but it was the only way to do it for 0.25. Once I talk to the coder then we can look into using the stock toolbar.

As far as sharing the archive? That would have to wait until I decide on the new license that this mod will be packaged with as the MIT one is just a bit too broad and open.

EDIT: For now the license is being switched over to Attribution-NonCommercial-NoDerivatives 4.0 International (CC BY-NC-ND 4.0).

Edited January 11, 2015 by JewelShisen



Quote



Now in charge of upkeep for the [Hooligan Labs Mods](#)



Also helping to create the [Hooligan Labs Mod Wiki!](#)

**Major999**

Kraken Slayer



Members

+ 69

92 posts

Posted January 11, 2015

Report post



Does anyone else's game crash all the time when using this mod with the 0.90 fix?



Quote



**999Aerospace**  
Flying in the face of realism.



^Click it. You won't be disappointed.^

**MoÃ...â€šot**

Rocketry Enthusiast



Members

0

50 posts

Posted January 11, 2015

Report post



**JewelShisen said:**

As far as sharing the archive? That would have to wait until I decide on the new license that this mod will be packaged with as the MIT one is just a bit too broad and open.

Well, the package Khatharr posted was, is, and will be MIT license, as you can't effectively revoke it, you can only apply new license on new releases (even if you don't change code). And he released under MIT, forking your release under MIT, so we are free to work on it further. That says the license you used.



Quote



# JewelShisen

Airship Fleet Commander



Members

+ 165

1,233 posts

Posted January 11, 2015

Report post



## MoÃ...â€šot said:

Well, the package Khatharr posted was, is, and will be MIT license, as you can't effectively revoke it, you can only apply new license on new releases (even if you don't change code). And he released under MIT, forking your release under MIT, so we are free to work on it further. That says the license you used.

That is very true. It is not a retroactive change and i can't require him to change the license he released his fork under.



Quote



Now in charge of upkeep for the [Hooligan Labs Mods](#)



Also helping to create the [Hooligan Labs Mod Wiki!](#)

# MoÃ...â€šot

Rocketry Enthusiast



Members

0

50 posts

Posted January 12, 2015

Report post



Don't get me wrong, I don't want to make a fork, not really. But CC Attribution-NonCommercial-NoDerivatives may be interpreted in many ways. For sure I cannot release any patches, for example. So no-no for me hacking out toolbar requirement. Or, more truthfully, no-no for me to share it with you or anyone. Maybe even no for compiling code as-is. And using things like Active Texture Management starts to be dubious, as it creates uniform textures on people's computers - derivative for sure! Possibly legal as it's only cache and it's not distributed but that's grey area.

If you want to develop DLL and everything on your own, good luck. But the licence you are thinking about would stop great people like Khatharr from contributing, and people like me from tinkering and sharing ideas. The latter is of no particular worth yet, but the former got this mod running again whilst you did not have time to do it. That's something, ain't it?

CC for crafts would make sense, with the problems

described above. For code (and parts' cfg files), if MIT is not what you want, there is a lot of opensource licences available. GPL or LGPL for example. I understand that if someone works on code for free, he may want this code to stay free, and that's something MIT licence does not ensure. But licence that makes you the only legal developer when you apparently could use some help?



Quote



## JewelShisen

Airship Fleet Commander



Members

+ 165

1,233 posts

Posted January 12, 2015

Report post 

### MoÃ...â€šot said:

Don't get me wrong, I don't want to make a fork, not really. But CC Attribution-NonCommercial-NoDerivatives may be interpreted in many ways. For sure I cannot release any patches, for example. So no-no for me hacking out toolbar requirement. Or, more truthfully, no-no for me to share it with you or anyone. Maybe even no for compiling code as-is. And using things like Active Texture Management starts to be dubious, as it creates uniform textures on people's computers - derivative for sure! Possibly legal as it's only cache and it's not distributed but that's grey area.

If you want to develop DLL and everything on your own, good luck. But the licence you are thinking about would stop great people like Khatharr from contributing, and people like me from tinkering and sharing ideas. The latter is of no particular worth yet, but the former got this mod running again whilst you did not have time to do it. That's something, ain't it?

CC for crafts would make sense, with the problems described above. For code (and parts' cfg files), if MIT is not what you want, there is a lot of opensource licences available. GPL or LGPL for example. I understand that if someone works on code for free, he may want this code to stay free, and that's something MIT licence does not ensure. But licence that makes you the only legal developer when you

apparently could use some help?

Actually that license doesn't stop you from messing in the code and certainly doesn't stop you from sharing anything you do with me. It simply means that others can't take the code, make a few little changes, and call it their own. It's not there to stop others from helping.

Also this isn't set in stone. I am still looking at licenses and deciding which one is best. That is simply the more restrictive one and so it is the one being used as a temp.



Quote



Now in charge of upkeep for the [Hooligan Labs Mods](#)



Also helping to create the [Hooligan Labs Mod Wiki!](#)

MoÃ...â€šot

Rocketry Enthusiast



Members



50 posts

Posted January 12, 2015

Report post



**JewelShisen said:**

Actually that license doesn't stop you from messing in the code and certainly doesn't stop you from sharing anything you do with me.

True, to some extent, but (as can be seen in [official description](#)): *"If you remix, transform, or build upon the material, you may not distribute the modified material."* so it does prevent me from sharing my changes on the forum, or even from sharing them with my friends. If sharing it back with original author / maintainer is legal is somewhat gray area, there is no explicit exception for him in the licence.



**JewelShisen said:**

It simply means that others can't take the code, make a few little changes, and call it their own. It's not there to stop others from helping.

I believe that's what you meant, but that's not what licence text says. Also, most of other licences require attribution - so no "claiming as their own". For forking - do you really



want to prevent that? Why, exactly? I mean, original authors didn't mind, in the first place. And if someone over there will show he can keep this up to date and enrich it's features, why not? If you will go GPL, you will be able to take his changes back as you please. And he'll be forced to mention all previous authors in his fork's description, so no "claiming".

The problem with CC licences is that they were never really designed for code. Using any kind of it will make merry law hell to any kind of teamwork. See [their own recommendation](#). If anyone knows where **not** to use CC, they do.

 Quote



## JewelShisen

Airship Fleet Commander



Members

 165

1,233 posts

Posted January 12, 2015

Report post 

 **MoÃ...â€šot said:**

True, to some extent, but (as can be seen in [official description](#)): *"If you remix, transform, or build upon the material, you may not distribute the modified material."* so it does prevent me from sharing my changes on the forum, or even from sharing them with my friends. If sharing it back with original author / maintainer is legal is somewhat gray area, there is no explicit exception for him in the licence.

I believe that's what you meant, but that's not what licence text says. Also, most of other licences require attribution - so no "claiming as their own". For forking - do you really want to prevent that? Why, exactly? I mean, original authors didn't mind, in the first place. And if someone over there will show he can keep this up to date and enrich it's features, why not? If you will go GPL, you will be able to take his changes back as you please. And he'll be forced to mention all previous authors in his fork's description, so no "claiming".

The problem with CC licences is that they were never really designed for code. Using any kind of it will



make merry law hell to any kind of teamwork. See [their own recommendation](#). If anyone knows where **not** to use CC, they do.

Indeed and that is why I am still looking for a better one. Likely GPL but I am not fully sure.

+ Quote



Now in charge of upkeep for the [Hooligan Labs Mods](#)



Also helping to create the [Hooligan Labs Mod Wiki!](#)

## Khatharr

Spacecraft Engineer



Members

+ 58

134 posts

Posted January 14, 2015 (edited)

Report post

▼ Major999 said:

My game has been crashing more often than it usually does, and i keep getting this in the unity player's log:

```
Missing method .ctor in assembly
/Applications/KSP_osx/GameData/HooliganLabs/Plugins/HLAirship.dll,
type
System.Runtime.Versioning.TargetFrameworkAttributeThe class
System.Runtime.Versioning.TargetFrameworkAttribute could not be
loaded, used in HooliganLabs
Can't find custom attr constructor
image:
/Applications/KSP_osx/GameData/HooliganLabs/Plugins/HLAirship.dll
mtoken: 0x0a000001
```

Does anyone know what this is?

It may be saying that I forgot to lower the .NET version before compiling.

I dropped it to 3.5 and rebuilt, but it broke one of the HLA

references. The reference in question wasn't actually being used anywhere, so I was able to repair it, but it suggests that HLA was originally compiled with a higher .NET version, so this may not actually be the problem. If it's not then I think the best thing to do would be for you to try and rebuild it locally and reference the assemblies from your own KSP. If that doesn't fix it then it should fail to build and give a more informative error message. In any case, link at end of post.

▼ **MoÃ...â€šot said:**

Thanks! Worked like a charm. Could I ask you two more things?

1. Make it Toolbar - independent as 0.90 has it's own toolbar. Using mod toolbar should be an option, not requirement.
2. Share full archive with VisualStudio project, if you can. I'm new to C# so having more than just .cs file would be lovely.

I mean, having only one of these two should be enough, I'm pretty sure I can do the first if you'll give me the second... Hacking around using other projects as references. Probably I should be able to anyway, but it would take me longer than absolutely needed.

Toolbar integration is for the owner to play with, sorry. I just wanted to post the quick repair, not take over the mod.

KSP mods are projects of type 'Class Library'. You should target .NET Framework 3.5 when creating the project and then include the 'Assembly-CSharp' and 'UnityEngine' reference assemblies from the 'KSP\_Data/Managed' folder. In this case it's also necessary to include the Toolbar dll as a reference assembly, since the mod uses toolbar.

In any case, I need to rebuild anyway to see if it fixes Major999's issue, so I'll include the full project with it. You'll still need to repair the assembly references, since they're likely in a different location on your machine.

[http://s000.tinyupload.com/index.php?file\\_id=05000925397382543923](http://s000.tinyupload.com/index.php?file_id=05000925397382543923)

If the link breaks again send me a PM.



Quote



## Major999

Kraken Slayer



Members

+ 69

92 posts

Posted January 21, 2015

Report post

### ▼ Khatharr said:

It may be saying that I forgot to lower the .NET version before compiling.

I dropped it to 3.5 and rebuilt, but it broke one of the HLA references. The reference in question wasn't actually being used anywhere, so I was able to repair it, but it suggests that HLA was originally compiled with a higher .NET version, so this may not actually be the problem. If it's not then I think the best thing to do would be for you to try and rebuild it locally and reference the assemblies from your own KSP. If that doesn't fix it then it should fail to build and give a more informative error message. In any case, link at end of post.

Toolbar integration is for the owner to play with, sorry. I just wanted to post the quick repair, not take over the mod.

KSP mods are projects of type 'Class Library'. You should target .NET Framework 3.5 when creating the project and then include the 'Assembly-CSharp' and 'UnityEngine' reference assemblies from the 'KSP\_Data/Managed' folder. In this case it's also necessary to include the Toolbar dll as a reference assembly, since the mod uses toolbar.

In any case, I need to rebuild anyway to see if it fixes Major999's issue, so I'll include the full project with it. You'll still need to repair the assembly references, since they're likely in a different location on your machine.

[http://s000.tinyupload.com/index.php?file\\_id=05000925397382543923](http://s000.tinyupload.com/index.php?file_id=05000925397382543923)

If the link breaks again send me a PM.

Thanks, man! This has slowed my memory leaks by an enormous amount (I can now change scenes, like, 10 times before everything goes wrong)



Quote



999Aerospace

Flying in the face of realism.

^Click it. You won't be disappointed.^

## GrimDarknight

Curious George



Members



3

15 posts

Posted January 25, 2015

Report post



Squid and a few other addons are not working in 64b Linux.

- 1) Does anyone know why this may be?
- 2) Can anyone help me get them working?

The most important ones I want to get back to full functionality are Squid and Science Alert.

**Note:** The parts show up but there is no functionality.

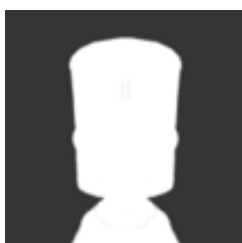


Quote



## Star Lord

Newbie



Members



0

Posted January 30, 2015

Report post



Pardon my newbiness, but could someone elaborate on what partial compatibility with .90 means? I'm sorry if I missed the answer somewhere...



Quote



4 posts

## Star Lord

Newbie



Members

0

4 posts

Posted January 31, 2015

Report post



And, if I want to install the mod with partial compatibility is there a certain way to go about doing that?



Quote



## Major999

Kraken Slayer



Members

+ 69

92 posts

Posted February 3, 2015

Report post



Partially compatible essentially means that we have made a patchwork of fixes until the airship mod is moderately stable. the patch submitted earlier in the thread has a 0.90 version.



Quote



999Aerospace

Flying in the face of realism.

^Click it. You won't be disappointed.^

## JewelShisen

Airship Fleet Commander



Members

+ 165

1,233 posts

Posted February 3, 2015

Report post



GrimDarknight said:

Squid and a few other addons are not working in 64b Linux.

1) Does anyone know why this may be?

2) Can anyone help me get them working?

The most important ones I want to get back to full

functionality are Squid and Science Alert.

**Note:** The parts show up but there is no functionality.

SQUID right now is not updated at all. I am trying to get in touch with my coder.



Quote



Now in charge of upkeep for the [Hooligan Labs Mods](#)



Also helping to create the [Hooligan Labs Mod Wiki!](#)

## Rolanvorxariat

Kerball



Members

+ 271

533 posts

Location: The Kerbal's  
Collectivist Republic of Xinoqia

Posted February 5, 2015

Report post

I know you have inflatable balloons, but can you make inflatable airships? Please?



Quote



## Major999

Kraken Slayer



Members

+ 69

92 posts

Posted February 14, 2015

Report post

How d'you think the new aero update will affect the airships?



Quote



999Aerospace  
Flying in the face of realism.



^Click it. You won't be disappointed.^

## TechnicalK3rbal

Rocket Scientist



Members

+ 27

751 posts

Posted February 17, 2015

Report post

I didn't see anything in this thread and Google didnt turn up anything, is there any way to fix the GUI for 0.90?

(In case this wasnt already mentioned, the GUI doesnt appear, either via Toolbar or rightclick>>>Toggle GUI. (Not the part right-click menus... Those work fine.))



Quote



## JewelShisen

Airship Fleet Commander



Members

+ 165

1,233 posts

Posted February 17, 2015

Report post



**TechnicalK3rbal said:**

I didn't see anything in this thread and Google didnt turn up anything, is there any way to fix the GUI for 0.90?

(In case this wasnt already mentioned, the GUI doesnt appear, either via Toolbar or rightclick>>>Toggle GUI. (Not the part right-click menus... Those work fine.))

Odd since I play with it quite a bit and it is working just fine.



Quote

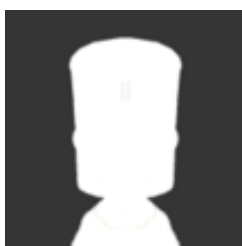


Now in charge of upkeep for the [Hooligan Labs Mods](#)

Also helping to create the [Hooligan Labs Mod Wiki!](#)

## TechnicalK3rbal

Rocket Scientist



Posted February 17, 2015

Report post



**JewelShisen said:**

Odd since I play with it quite a bit and it is working just fine.

So... Any ideas on how to fix it?



Members  
+ 27  
751 posts

+ Quote



## JewelShisen

Airship Fleet Commander



Members  
+ 165  
1,233 posts

Posted February 17, 2015

Report post



▼ TechnicalK3rbal said:

So... Any ideas on how to fix it?

Not unless I know exactly what is causing it.

+ Quote



Now in charge of upkeep for the [Hooligan Labs Mods](#)



Also helping to create the [Hooligan Labs Mod Wiki!](#)

## TechnicalK3rbal

Rocket Scientist



Members  
+ 27  
751 posts

Posted February 17, 2015

Report post



▼ JewelShisen said:

Not unless I know exactly what is causing it.

And how might we determine that?

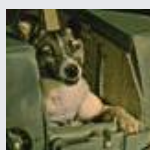
Also, i forgot to specify that the issue is with the airship parts.

+ Quote



« PREV 23 24 25 26 27 28 29 30 31 32 33 NEXT »

Page 28 of 55 ▼



Reply to this topic...



GO TO TOPIC LISTING  
Add-on Releases


NEXT UNREAD TOPIC


[1.3.1/1.4.5/1.5.1] KSP Interstellar Ext...





[Home](#) > [Add-ons](#) > [Add-on Releases](#) >  
[Airships in 1.3] HooliganLabs Mods

 Unread Threads since my last visit

 Mark site read

[Privacy Policy](#)   [Contact Us](#)

©2018 Take-Two Interactive Software, Inc.  
Powered by Invision Community