

## Kerbal Space Program - Bug #9444

### scaling root part from a partModule

04/23/2016 12:46 PM - pellinor

<b>Status:</b>	Closed	<b>Start date:</b>	04/23/2016
<b>Severity:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>	Plugins/Add-Ons		
<b>Target version:</b>			
<b>Version:</b>	1.1.0	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>			

#### Description

This is a problem only triggered by using the modding API.

To scale parts in the flight scene, TweakScale does the following from the OnLoad method of its partModule:

```
part.transform.GetChild(0).localScale = newScale;
part.transform.GetChild(0).hasChanged = true;
part.transform.hasChanged = true;
```

This works fine when Launching a new vessel. In other situations (load / revert to launch) it only works for non-root parts.

Doing this for the root part on load or 'revert to launch' has two problems:

- Changing camera modes is broken afterwards (already reported as issue [#3364](#), which is still happening)
- KSP ignores the written scale. So the part that was scaled on launch seems to revert to the original scale as soon as the scene is reloaded. Since this is technically a different problem, I report it here as a separate issue. See also [#5041](#), which caused the exact same symptoms when using the stock config value "rescaleFactor".

Relevant discussion on Github, searching for a workaround:

<https://github.com/pellinor0/TweakScale/issues/3>

Reproduction:

- install any version of TweakScale older than v2.2.7.1 (for example v2.2.1 for KSP 1.1):  
<https://github.com/pellinor0/TweakScale/commit/0939f7a4c76013a3a690cf997aacc21bc45fd5be>
- go to VAB
- take an MK1 pod
- scale to 2.5m
- launch => pod spawns on the launchpad in the correct scale (2.5m)
- revert to launch => pod reverts to 1.25m scale (and the camera is broken as in [#3364](#))

#### History

##### #1 - 04/23/2016 11:50 PM - pellinor

Solved, thanks to NathanKell! It was not a KSP bug but a hardcoded assumption in TweakScale: part.transform.GetChild(0) is not always the "model" transform. In the error case it leads to a transform named "main camera pivot", which explains both this issue and [#3364](#).

So both issues can be closed as "not a bug".

##### #2 - 07/17/2016 09:47 AM - TriggerAu

- Status changed from New to Needs Clarification

##### #3 - 07/17/2016 10:22 AM - pellinor

This bug was traced back to a wrong usage of the API, so it can be closed now.

##### #4 - 08/20/2016 06:06 PM - pellinor

- *Status changed from Needs Clarification to Resolved*
- *% Done changed from 0 to 100*

This is not a bug, see the above comments.

**#5 - 10/13/2016 11:17 AM - TriggerAu**

- *Status changed from Resolved to Closed*