

Kerbal Space Program - Bug #26129

Part tools , save config file error to export prop and prop don't load with internal space

09/28/2020 04:48 AM - sardomunsp@gmail.com

Status:	New	Start date:	09/28/2020
Severity:	Low	% Done:	0%
Assignee:			
Category:	Modding		
Target version:			
Version:	1.10.1	Language:	Français (French)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game, Making History		

Description

Last par tool with correct file. for DDS problem ok but why release this version if dds don't work ? tested on a no modded ksp program. because i have problem with a full modded install over 15 mods installed.

Adding PROP using the **Save to Config** work but i have a little problem with the numeric ":"

after save config :

```
PROP
{
    name = Primitive_special_beveled
    position = 0,4528,0,2222,-0,6905
    rotation = -0,6997448,0,0,0,714393
    scale = 1,1,1
}
```

don't work because for example the number 0,4528 , the correct string number is 0.4528

Must be like that :

```
PROP
{
    name = Primitive_special_beveled
    position = 0.4528,0.2222,-0.6905
    rotation = -0.6997448,0,0,0.714393
    scale = 1,1,1
}
```

they are no distinction between "," and ":" in cfg file.
show in example file DE_Mk1-3.cfg added here.

Spawn an internal space work but no prop loaded only one and i have this message error too :

```
FormatException: Input string was not in a correct format.
System.Number.ParseSingle (System.String value, System.Globalization.NumberStyles options, System.Globalization.NumberFormatInfo numfmt) (at <567df3e0919241ba98db88bec4c6696f>:0)
System.Single.Parse (System.String s, System.Globalization.NumberStyles style, System.Globalization.NumberFormatInfo info) (at <567df3e0919241ba98db88bec4c6696f>:0)
System.Single.Parse (System.String s) (at <567df3e0919241ba98db88bec4c6696f>:0)
ConfigNode.ParseVector3 (System.String vectorString) (at <0cc91c95455a453ab3e0c1566aca0585>:0)
KSPPartTools.PartUtils.LoadSpace (KSPPartTools.InternalSpace newSpace, UrlDir+UrlConfig urlCfg, ConfigNode cfg) (at <0cc91c95455a453ab3e0c1566aca0585>:0)
KSPPartTools.PartUtils.SpawnSpace (UrlDir+UrlConfig urlCfg, ConfigNode cfg) (at <0cc91c95455a453ab3e0c1566aca0585>:0)
```

```

KSPPartTools.PartToolsWindow.DrawSpace (UrlDir+UrlConfig urlCfg, ConfigNode cfg) (at <0cc91c95455a453ab3e0c1566aca0585>:0)
KSPPartTools.PartToolsWindow.DrawSpaces () (at <0cc91c95455a453ab3e0c1566aca0585>:0)
KSPPartTools.PartToolsWindow.OnGUI () (at <0cc91c95455a453ab3e0c1566aca0585>:0)
System.Reflection.MonoMethod.Invoke (System.Object obj, System.Reflection.BindingFlags invokeAttr, System.Reflection.Binder binder, System.Object[] parameters, System.Globalization.CultureInfo culture) (at <567df3e0919241ba98db88bec4c6696f>:0)
Rethrow as TargetInvocationException: Exception has been thrown by the target of an invocation.
System.Reflection.MonoMethod.Invoke (System.Object obj, System.Reflection.BindingFlags invokeAttr, System.Reflection.Binder binder, System.Object[] parameters, System.Globalization.CultureInfo culture) (at <567df3e0919241ba98db88bec4c6696f>:0)
System.Reflection.MethodBase.Invoke (System.Object obj, System.Object[] parameters) (at <567df3e0919241ba98db88bec4c6696f>:0)
UnityEditor.HostView.Invoke (System.String methodName, System.Object obj) (at C:/buildslave/unity/build/Editor/Mono/HostView.cs:359)
UnityEditor.HostView.Invoke (System.String methodName) (at C:/buildslave/unity/build/Editor/Mono/HostView.cs:353)
UnityEditor.HostView.InvokeOnGUI (UnityEngine.Rect onGUIPosition, UnityEngine.Rect viewRect) (at C:/buildslave/unity/build/Editor/Mono/HostView.cs:329)
UnityEditor.DockArea.DrawView (UnityEngine.Rect viewRect, UnityEngine.Rect dockAreaRect, System.Boolean floatingWindow, System.Boolean isBottomTab) (at C:/buildslave/unity/build/Editor/Mono/GUI/DockArea.cs:374)
UnityEditor.DockArea.OldOnGUI () (at C:/buildslave/unity/build/Editor/Mono/GUI/DockArea.cs:341)
UnityEngine.UIElements.IMGUIContainer.DoOnGUI (UnityEngine.Event evt, UnityEngine.Matrix4x4 parentTransform, UnityEngine.Rect clippingRect, System.Boolean isComputingLayout, UnityEngine.Rect layoutSize) (at C:/buildslave/unity/build/Modules/UIElements/IMGUIContainer.cs:298)
UnityEngine.UIElements.IMGUIContainer.HandleIMGUIEvent (UnityEngine.Event e, UnityEngine.Matrix4x4 worldTransform, UnityEngine.Rect clippingRect) (at C:/buildslave/unity/build/Modules/UIElements/IMGUIContainer.cs:483)
UnityEngine.UIElements.IMGUIContainer.HandleIMGUIEvent (UnityEngine.Event e) (at C:/buildslave/unity/build/Modules/UIElements/IMGUIContainer.cs:466)
UnityEngine.UIElements.IMGUIContainer.HandleEvent (UnityEngine.UIElements.EventBase evt) (at C:/buildslave/unity/build/Modules/UIElements/IMGUIContainer.cs:447)
UnityEngine.UIElements.MouseCaptureDispatchingStrategy.DispatchEvent (UnityEngine.UIElements.EventBase evt, UnityEngine.UIElements.IPanel panel) (at C:/buildslave/unity/build/Modules/UIElements/Events/MouseCaptureDispatchingStrategy.cs:93)
UnityEngine.UIElements.EventDispatcher.ProcessEvent (UnityEngine.UIElements.EventBase evt, UnityEngine.UIElements.IPanel panel) (at C:/buildslave/unity/build/Modules/UIElements/EventDispatcher.cs:280)
UnityEngine.UIElements.EventDispatcher.Dispatch (UnityEngine.UIElements.EventBase evt, UnityEngine.UIElements.IPanel panel, UnityEngine.UIElements.DispatchMode dispatchMode) (at C:/buildslave/unity/build/Modules/UIElements/EventDispatcher.cs:156)
UnityEngine.UIElements.BaseVisualElementPanel.SendEvent (UnityEngine.UIElements.EventBase e, UnityEngine.UIElements.DispatchMode dispatchMode) (at C:/buildslave/unity/build/Modules/UIElements/Panel.cs:190)
UnityEngine.UIElements.UIElementsUtility.DoDispatch (UnityEngine.UIElements.BaseVisualElementPanel panel) (at C:/buildslave/unity/build/Modules/UIElements/UIElementsUtility.cs:255)
UnityEngine.UIElements.UIElementsUtility.ProcessEvent (System.Int32 instanceID, System.IntPtr nativeEventPtr) (at C:/buildslave/unity/build/Modules/UIElements/UIElementsUtility.cs:78)
UnityEngine.GUIUtility.ProcessEvent (System.Int32 instanceID, System.IntPtr nativeEventPtr) (at C:/buildslave/unity/build/Modules/IMGUI/GUIUtility.cs:179)

```

History

#1 - 09/28/2020 04:56 AM - sardomunsp@gmail.com

Joined the two problem because i think is linked !

#2 - 10/27/2020 06:56 AM - sardomunsp@gmail.com

hi !!

i'm back i've found the cause of my problem, "." replaced by ";" in cfg export and prop not loaded in unity.

bV1qogS.jpg

i'm forced to switch region and regional format to English ! on a french windows install.

the answer from unity forum :

Quote

This sounds like an issue with the tool

It sounds like they are using culture-specific number formatting when they should be using culture-independent (invariant). Try posting on the forum for the tool. It should be a simple fix once they spot the problem.

<https://forum.kerbalspaceprogram.com/index.php?/topic/160487-parttools-updated/>

need a fix for french windows user i think ! if it's possible , i prefer to keep my windows setting french.

bye !

Files

DE_Mk1-3.cfg

66 KB

09/28/2020

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