

[0.23.5] Goodspeed Aerospace Parts v2014.4.1B

By Gaius, March 14, 2014 in Add-on Releases

Reply to this topic

« **PREV** **8** Page 8 of 8

Posted January 29, 2015



▼ **mediobogdum said:**

... some of my favorites.

Mine too. I use them all the time.



Quote



Posted January 30, 2015



▼ **wreckreation said:**

Awesome! And no bother at all. What was the issue, and how did you solve it?

Well i thought i had module manager but not the full download, only bits and pieces that were bundled with other Mods as a requirement to

function, but i downloaded the module manager 2.5.9 that you linked earlier and put it into the game data which allowed your patch to work. (and if you know a lot about modding i might have some questions as i would like to get into modding myself 🤖) and just one more thing, in your mod theres an ore detector, and the rocket parts container which seem to serve no purpose atm im assuming theres another plugin/mod needed??



Quote



Posted January 30, 2015



▼ **TH3P41NTR41N said:**

... module manager 2.5.9 ...

Thanks for that info - I'll be sure to mention it next time.

▼ **Quote**

... if you know a lot about modding ...

I have not dived into those particular waters, yet. It's on my to-do list but, life, y'know? Best bet is to ask some of the more experienced and talented folks around here.

▼ **Quote**

... in your mod ...

As you've probably inferred from the above, it's not my mod, it belongs to [Gaius Goodspeed](#) (all hail!) - who seems to be taking a sabbatical at the moment. Life, again, I think.

▼ **Quote**

... ore detector ... rocket parts container ... another plugin/mod needed?

For the ore detector you might need the [Kethane](#) mod, I'm not sure. I already had Kethane installed when I downloaded these parts; the ore detector just worked, right out of the box.

The rocket parts container is for use with [Extraplanetary LaunchPads](#). You can store the parts you make with EPL in this container.

 [Quote](#)



Posted February 1, 2015



So as far as I understand it, the .25 patch has this working with .90 as well? Since it's just parts?

 [Quote](#)



Posted February 1, 2015



 **Jaxx said:**

So as far as I understand it, the .25 patch has this working with .90 as well? Since it's just parts?

I wish I could say definitively, but I have yet to get .90 working on my machine (not enough memory, won't even finish loading). *Assuming* Squad haven't moved the locations of the texture files (again), that they're still where they were in .25, then yes, it should work. I hope those aren't famous last words.

Perhaps someone else can verify?

 [Quote](#)



Posted February 3, 2015



ahh yes sorry i forget a lot of mods get passed on lol

also any chance that you can add the ability to view the properties of a resized part? i seem to only have the default sized part info. also thanks for adding that rounded fuel cap! it definitely fills a gap and gave me just the peice i needed for my spaceplanes 🤖 i always thought it was kinda pointless to have just structural nosecones and adapters that dont have fuel in them 🤖



Quote



Posted February 10, 2015



wreckreation said:

I wish I could say definitively, but I have yet to get .90 working on my machine (not enough memory, won't even finish loading).
Assuming Squad haven't moved the locations of the texture files (again), that they're still where they were in .25, then yes, it should work. I hope those aren't famous last words.

Perhaps someone else can verify?

They moved and/or renamed a lot of parts folders and renamed many of the .cfg files. .90 is the third release in a row I've had to edit almost all of the ReStock files for, and not just for path and file names, they fiddled with node placement on a few stock parts so to make the ReStock parts referencing them work right I had to edit for that.



Quote



Posted March 12, 2015



This is an excellant MOD and I am trying like all getout to repair broken parts with it !!! KUDOS !

Cmdr Zeta



Quote



Posted March 16, 2015



Note that at least with recent versions of TweakScale (mine was using v.1.52.1 when I tried this and saw the problem) I saw errors and loading stopped in the goodspeedGoldFuelBall with complaints about TweakScale.GoodspeedTweakScale that matched the error messages documented in [Kolago's TweakScale note](#). The fix outlined in that same post fixed the problem for me: I just inserted it in the beginning of the Goodspeed.25Patch.cfg file.



Quote



Posted April 4, 2015



Hello. My KSP is heavily moded and I am trying to clean up some parts I am not using or they are redundant.

I want just few of the parts of the pack.

Namely : Side tanks, Spherical fuel tanks(maybe), Pylon+Decoupler, 6 dock core, Smart Port, Science storage.

What do I need to leave and what should I delete from the folder ?

Should I just copy the "Part" folder only with the parts I need inside or I need to keep some other files in the folder ?

I am trying to reduce my part count, because now I already have few pages of parts and it gets hard to build.



Quote



Posted June 1, 2015



If somebody could fix this mod and/or take over from where Gaius left off that'd be great, so many fantastic parts and they don't click together properly with 1.0.2 parts. Such a shame



Quote



Posted June 3, 2015



odmonk said:

The fix outlined in that same post fixed the problem for me: I just inserted it in the beginning of the Goodspeed.25Patch.cfg file.

Thank you [odmonk](#), for figuring that out. Just for completeness' sake, I've added the fix to the MM patch. Grab it from my [dropbox](#), same as before. Delete the old patch, as the filename has changed (added a version number - Goodspeed.25Patch.v2.cfg).

The patch's usefulness is now undoubtedly limited - it was made to allow Goodspeed to work on KSP .25. If [Galane](#) and [W1ntermute](#) are correct (post [182](#) & [186](#)), it's broken again on .90 and 1.02. I'd love to make a new patch that fixes that, but I simply don't have the bandwidth right now. Maybe later in the summer.

Edited June 3, 2015 by wreckreation



Quote



Posted June 6, 2015



▼ **W1ntermute said:**

If somebody could fix this mod and/or take over from where Gaius left off that'd be great, so many fantastic parts and they don't click together properly with 1.0.2 parts. Such a shame

It's being worked on. Expect an official announcement soon.



Quote

You and JedTech like this



Posted June 7, 2015



▼ **Gaius said:**

It's being worked on. Expect an official announcement soon.



Quote



Posted June 7, 2015



There might even be a new part or two. 🤖

[Javascript is disabled. View full album](#)

Still fixing a few things. Some of the parts depended on Squad textures that are no longer present, so I need to find a new texture, then redo the UV maps on those parts, which I can do since I have the Blender files for all the parts, but it'll take a bit of work. Also, the colliders on the hex frames are a bit messed up. I may just redo those from scratch.



Quote



Posted June 7, 2015



Gaius said:

It's being worked on. Expect an official announcement soon.

That's really exciting news!



Quote



Posted June 7, 2015



I didn't choose the mod life, the mod life chose me.



Quote



Posted July 4, 2015



Any updates? 🤖



Quote



Posted July 5, 2015



you guys can use this in the mean time :

<http://forum.kerbalspaceprogram.com/threads/118176-GPOSpeedFuelPump-KSP-V1-0-2>



Posted July 12, 2015



This *mostly* fixes* these legendary parts for me, without the need of overwriting any original files:

```
@PART[goodspeed*]:NEEDS[Goodspeed]:FIRST { //
Goodspeed parts
    @title ^= :Goodspeed ::

@MODULE[GoodspeedTweakScale]:NEEDS[TweakScale]
{ @name = TweakScale } // they have buggy
Scale.dll that needs to be removed too
} // PART

@PART[goodspeed*]:HAS[#node_stack_bottom
[*]]:NEEDS[Goodspeed]:FIRST { // Goodspeed
parts have old-style, "wrong" bottom nodes;
some need to be overridden later, hence :FIRST
    @node_stack_bottom = #$node_stack_bottom[0]$,
$node_stack_bottom[1]$, $node_stack_bottom[2]$,
$node_stack_bottom[3]$, -1,
$node_stack_bottom[5]$, $node_stack_bottom[6]$,
    // PART
```

Beware of lingering Scale.dll - better to prune Goodspeed/Plugins with [AutoPruner](#). Here's mine Goodspeed.prn:

Goodspeed/Plugins

Goodspeed/Parts/FuelTank/monostack3750

Goodspeed/Parts/FuelTank/orangequad

Goodspeed/Parts/FuelTank/roundfuelcap

Goodspeed/Models/roundnose

Goodspeed/Parts/Command/discovery1

Goodspeed/Models/discovery1

Goodspeed/Parts/Utility/dockingPort2i

Goodspeed/Parts/Utility/weight

Goodspeed/Parts/Command/dockingSmartSr

Disclaimer: some otherwise useful parts are removed because I use ProceduralParts, my own Goodspeed-style docking ports (available below; in fact I modified Gaius ones so they got better both from functional and visual PoV IMO) and [WildBlueIndustries DSEV](#) Masscon (which has the ability to weight whatever You like)

// !! you'll also need RLA small RTG model+texture - mirror:

<https://www.sendspace.com/file/qxwj1g>

PART {

name = DockingPortOmni

module = Part

author = cipherpunks

TechRequired = metaMaterials

entryCost = 12200

cost = 1080

category = Utility

subcategory = 0 // ??

title = Clamp-O-Tron Omni Docking Port

manufacturer = Goodspeed Aerospace // ??

description = Omni Docking Port integrates two smaller
Clamp-O-Tron docking ports - as You never know what

You'll need to dock tomorrow. It even has a light built-in.

```
rescaleFactor = 1
```

```
node_stack_top0 = 0.0, 0.2828832, 0.0, 0.0, 1.0, 0.0, 1
```

```
node_stack_top1 = 0.0, 0.2828832, 0.0, 0.0, 1.0, 0.0, 1
```

```
node_stack_bottom = 0.0, 0.0, 0.0, 0.0, -1.0, 0.0, 1
```

```
node_attach = 0.0, 0.0, 0.0, 0.0, -1.0, 0.0
```

```
attachRules = 1,1,1,1,0
```

```
mass = 0.06
```

```
dragModelType = default
```

```
maximum_drag = 0.25
```

```
minimum_drag = 0.25
```

```
angularDrag = 0.5
```

```
crashTolerance = 15
```

```
maxTemp = 3400
```

```
MODEL {
```

```
model = Squad/Parts/Utility/dockingPort/model // =
```

```
dockingPort2
```

```
position = 0.0, 0.0, 0.0
```

```
scale = 1.0, 1.0, 1.0
```

```
rotation = 0, 0, 0
```

```
}
```

```
MODEL {
```

```
model = Squad/Parts/Utility/dockingPortJr/model // =
```

```
dockingPort3
```

```
position = 0.0, 0.145, 0.0
```

```
scale = 1.0, 1.0, 1.0
```

```
rotation = 0, 0, 0
```

```
}
```

```
MODEL {
```

```
model = Squad/Parts/Utility/spotLightMk2/model // =
```

```
spotLight2
position = 0.0, 0.26, 0.0
scale = 0.4, 0.4, 0.4
rotation = 15, 0, 180
}
```

```
MODULE {
name = ModuleDockingNode
referenceAttachNode = top0
nodeType = size0
}
```

```
MODULE {
name = ModuleDockingNode
referenceAttachNode = top1
nodeType = size1
}
```

```
MODULE {
name = ModuleLight
lightName = spotlight
useAnimationDim = true
lightBrightenSpeed = 2.5
lightDimSpeed = 5
animationName = LightAnimation
resourceAmount = 0.01
useResources = true
useAutoDim = true // ?? test this
}
} // EOP
```

```
////////////////////////////////////
////////////////////////////////////
////////////////////////////////////
```

```
PART {
name = DockingPortOmniSr
module = Part
author = cipherpunks
```

title = Clamp-O-Tron Omni Docking Port Sr. // TODO make another w/o RCS; tank is 0.05, thrusters are 0.03*12-casing, so that's 0.23 total, and 0.23 for omni port

manufacturer = Goodspeed Aerospace // ??

description = Omni Docking Port Sr. integrates all three Clamp-O-Tron docking ports in one package. This a true all-in-one solution for all Your sane docking needs. Also includes small light to remedy docking on Thy Dark Side.

TechRequired = metaMaterials // fixme

entryCost = 0

cost = 1900

category = Utility

subcategory = 0

// vesselType = Probe

CrewCapacity = 0

mass = 0.23

dragModelType = default

maximum_drag = 0.25

minimum_drag = 0.25

angularDrag = 0.5

crashTolerance = 20

maxTemp = 3400

breakingForce = 800

breakingTorque = 800

rescaleFactor = 1

attachRules = 1,1,1,1,0

node_stack_top = 0.0, 0.29, 0.0, 0.0, 1.0, 0.0, 2

node_stack_top0 = 0.0, 0.29, 0.0, 0.0, 1.0, 0.0, 0

node_stack_top1 = 0.0, 0.29, 0.0, 0.0, 1.0, 0.0, 1

node_stack_bottom = 0.0, -0.05, 0.0, 0.0, -1.0, 0.0, 2

```
MODULE {  
name = ModuleDockingNode  
referenceAttachNode = top0  
nodeType = size0  
}
```

```
MODULE {  
name = ModuleDockingNode  
referenceAttachNode = top1  
nodeType = size1  
}
```

```
MODULE {  
name = ModuleDockingNode  
referenceAttachNode = top  
nodeType = size2  
}
```

```
MODULE {  
name = ModuleLight  
lightName = spotlight  
useAnimationDim = true  
lightBrightenSpeed = 2.5  
lightDimSpeed = 5  
animationName = LightAnimation  
resourceAmount = 0.01  
useResources = true  
useAutoDim = true  
}
```

```
MODEL {  
model = Squad/Parts/Utility/spotLightMk2/model // =  
spotLight2  
position = 0.0, 0.26, 0.0  
scale = 0.4, 0.4, 0.4  
rotation = 15, 0, 180  
}
```

```
MODEL {
model = Squad/Parts/Utility/dockingPortSr/model
position = 0.0, 0.0, 0.0
scale = 1.0, 1.0, 1.0
rotation = 0, 0, 0
}
MODEL {
model = Squad/Parts/Utility/dockingPort/model
position = 0.0, 0.0, 0.0
scale = 1.0, 1.0, 1.0
rotation = 0, 0, 0
}
MODEL {
model = Squad/Parts/Utility/dockingPortJr/model
position = 0.0, 0.145, 0.0
scale = 1.0, 1.0, 1.0
rotation = 0, 0, 0
}
} // EOP
```

```
////////////////////////////////////
////////////////////////////////////
////////////////////////////////////
```

```
PART {
name = SmartDockingPortOmni
module = Part
author = cipherspunks
```

```
TechRequired = metaMaterials
entryCost = 12200
cost = 6969
category = Pods
subcategory = 0
vesselType = Probe
CrewCapacity = 0
```

```
title = Clamp-O-Tron Omni SmartPort
```

manufacturer = Goodspeed Aerospace // ??
description = Omni SmartPort integrates two smaller
Clamp-O-Tron docking ports with a MicroQBE computer to
create a docking port that you can place on a vessel and
literally "control from here"! Integrated reaction wheels and
small RTG to keep CPU alive top out the feature list,
making this a true all-in-one solution.

rescaleFactor = 1

node_stack_top0 = 0.0, 0.2828832, 0.0, 0.0, 1.0, 0.0, 1
node_stack_top1 = 0.0, 0.2828832, 0.0, 0.0, 1.0, 0.0, 1
node_stack_bottom = 0.0, 0.0, 0.0, 0.0, -1.0, 0.0, 1
node_attach = 0.0, 0.0, 0.0, 0.0, -1.0, 0.0
attachRules = 1,1,1,1,0

mass = 0.085

dragModelType = default
maximum_drag = 0.25
minimum_drag = 0.25
angularDrag = 0.5

crashTolerance = 15
maxTemp = 3400

MODEL {
model = Squad/Parts/Utility/dockingPort/model // =
dockingPort2
position = 0.0, 0.0, 0.0
scale = 1.0, 1.0, 1.0
rotation = 0, 0, 0
}
MODEL {
model = Squad/Parts/Utility/dockingPortJr/model // =
dockingPort3


```
position = 0.0, 0.145, 0.0
scale = 1.0, 1.0, 1.0
rotation = 0, 0, 0
}
```

```
MODEL {
model = Squad/Parts/Utility/spotLightMk2/model // =
spotLight2
position = 0.0, 0.26, 0.0
scale = 0.4, 0.4, 0.4
rotation = 15, 0, 180
}
```

```
MODEL {
model = Squad/Parts/Command/probeCoreCube/model
position = 0.0, 0.1, -0.45
scale = 0.3, 0.5, 0.2
rotation = 110, 180, 90
}
```

```
MODEL {
// model = RLA_Stockalike/Parts/Electrical/mmrtg/model
model = +My/mmrtg/model
position = 0, 0.13, 0.455
scale = 0.65, 0.65, 0.65
rotation = 180, -90, 20
// rotation = 20, 0, 0 // alternate orientation
}
```

```
MODEL {
model = Squad/Parts/Electrical/z-100Battery/model
position = 0.43, 0.04, 0
scale = 0.58 0.58 0.58
rotation = 110, 90, 0
}
```

```
MODEL {
model = Squad/Parts/Electrical/z-100Battery/model
```

```
position = -0.43, 0.04, 0
scale = 0.58 0.58 0.58
rotation = 110, -90, 0
}
```

```
MODULE {
name = ModuleCommand
minimumCrew = 0
RESOURCE {
name = ElectricCharge
rate = 0.025
}
}
```

```
MODULE {
name = ModuleSAS
SASServiceLevel = 3
}
```

```
MODULE {
name = ModuleDockingNode
referenceAttachNode = top0
nodeType = size0
}
```

```
MODULE {
name = ModuleDockingNode
referenceAttachNode = top1
nodeType = size1
}
```

```
RESOURCE {
name = ElectricCharge
amount = 50
maxAmount = 50
}
```

```
MODULE {  
name = ModuleReactionWheel  
PitchTorque = 0.5  
YawTorque = 0.5  
RollTorque = 1.5  
RESOURCE {  
name = ElectricCharge  
rate = 0.03  
}  
}
```

```
MODULE {  
name = ModuleLight  
lightName = spotlight  
useAnimationDim = true  
lightBrightenSpeed = 2.5  
lightDimSpeed = 5  
animationName = LightAnimation  
resourceAmount = 0.01  
useResources = true  
useAutoDim = true // ?? test this  
}
```

```
MODULE {  
name = ModuleGenerator  
isAlwaysActive = true  
OUTPUT_RESOURCE {  
name = ElectricCharge  
rate = 0.036 // 0.65 scaled RTG is 0.035*2=0.07; 0.5=0.03  
}  
}  
  
} // EOP
```

```
////////////////////////////////////  
////////////////////////////////////  
////////////////////////////////////
```

```
PART {  
name = SmartDockingPortOmniSrRCS  
module = Part  
author = cipherpunks
```

```
title = Clamp-O-Tron Omni SmartPort Sr. RCS // TODO  
make another w/o RCS; tank is 0.05, thrusters are 0.03*12-  
casing, so that's 0.23 total, and 0.23 for omni port
```

```
manufacturer = Goodspeed Aerospace // ??  
description = Omni SmartPort Sr. integrates all three  
Clamp-O-Tron docking ports with a MicroQBE computer to  
create a docking port that you can place on a vessel and  
literally "control from here"! Integrated RCS and reaction  
wheels top out the feature list, making this a true all-in-one  
solution for your self-assembling space station modules.  
Also includes small RTGs to keep CPU alive.
```

```
TechRequired = largeUnmanned  
entryCost = 0  
cost = 980  
category = Pods  
subcategory = 0  
vesselType = Probe  
CrewCapacity = 0
```

```
mass = 0.4 // was 0.35, should be less than 0.46
```

```
dragModelType = default  
maximum_drag = 0.25  
minimum_drag = 0.25  
angularDrag = 0.5
```

```
crashTolerance = 20  
maxTemp = 3400  
breakingForce = 800  
breakingTorque = 800
```

```
rescaleFactor = 1
attachRules = 1,1,1,1,0
node_stack_top = 0.0, 0.29, 0.0, 0.0, 1.0, 0.0, 2
node_stack_top0 = 0.0, 0.29, 0.0, 0.0, 1.0, 0.0, 0
node_stack_top1 = 0.0, 0.29, 0.0, 0.0, 1.0, 0.0, 1
node_stack_bottom = 0.0, -0.05, 0.0, 0.0, -1.0, 0.0, 2
```

```
MODULE {
name = ModuleDockingNode
referenceAttachNode = top0
nodeType = size0
}
```

```
MODULE {
name = ModuleDockingNode
referenceAttachNode = top1
nodeType = size1
}
```

```
MODULE {
name = ModuleDockingNode
referenceAttachNode = top
nodeType = size2
}
```

```
MODULE {
name = ModuleRCS
thrusterTransformName = RCSthruster
thrusterPower = 1.0
resourceName = MonoPropellant
atmosphereCurve
{
key = 0 260
key = 1 100
}
}
RESOURCE {
name = MonoPropellant
```

```
amount = 50
maxAmount = 50
}
MODULE {
name = ModuleCommand
minimumCrew = 0
RESOURCE {
name = ElectricCharge
rate = 0.025
}
}
RESOURCE {
name = ElectricCharge
amount = 100
maxAmount = 100
}
MODULE {
name = ModuleGenerator
isAlwaysActive = true
OUTPUT_RESOURCE {
name = ElectricCharge
rate = 0.05
}
}
MODULE {
name = ModuleReactionWheel
PitchTorque = 0.5
YawTorque = 0.5
RollTorque = 2.5
RESOURCE {
name = ElectricCharge
rate = 0.03
}
}
MODULE {
name = ModuleSAS
SASServiceLevel = 4
```

```
}  
MODULE {  
name = ModuleLight  
lightName = spotlight  
useAnimationDim = true  
lightBrightenSpeed = 2.5  
lightDimSpeed = 5  
animationName = LightAnimation  
resourceAmount = 0.01  
useResources = true  
useAutoDim = true  
}
```

```
MODEL {  
model = Squad/Parts/Utility/linearRCS/model  
position = -1.125, 0.19, 0.0  
scale = 0.8, 1.0, 0.8  
rotation = 0, 0, 0  
}
```

```
MODEL {  
model = Squad/Parts/Utility/linearRCS/model  
position = 1.125, 0.19, 0.0  
scale = 0.8, 1.0, 0.8  
rotation = 0, 0, 0  
}
```

```
MODEL {  
model = Squad/Parts/Utility/linearRCS/model  
position = 0.0, 0.19, -1.125  
scale = 0.8, 1.0, 0.8  
rotation = 0, 0, 0  
}
```

```
MODEL {  
model = Squad/Parts/Utility/linearRCS/model  
position = 0.0, 0.19, 1.125  
scale = 0.8, 1.0, 0.8  
rotation = 0, 0, 0  
}
```

```
MODEL {  
model = Squad/Parts/Utility/linearRCS/model  
position = -1.16, 0.088, -0.285  
scale = 0.8, 1.0, 0.8  
rotation = 0, 0, 90  
}  
MODEL {  
model = Squad/Parts/Utility/linearRCS/model  
position = -1.16, 0.088, 0.285  
scale = 0.8, 1.0, 0.8  
rotation = 0, 0, 90  
}  
MODEL {  
model = Squad/Parts/Utility/linearRCS/model  
position = 1.16, 0.088, -0.285  
scale = 0.8, 1.0, 0.8  
rotation = 0, 0, 270  
}  
MODEL {  
model = Squad/Parts/Utility/linearRCS/model  
position = 1.16, 0.088, 0.285  
scale = 0.8, 1.0, 0.8  
rotation = 0, 0, 270  
}  
MODEL {  
model = Squad/Parts/Utility/linearRCS/model  
position = -0.285, 0.088, -1.16  
scale = 0.8, 1.0, 0.8  
rotation = 270, 0, 0  
}  
MODEL {  
model = Squad/Parts/Utility/linearRCS/model  
position = 0.285, 0.088, -1.16  
scale = 0.8, 1.0, 0.8  
rotation = 270, 0, 0  
}  
MODEL {
```



```
model = Squad/Parts/Utility/linearRCS/model
position = -0.285, 0.088, 1.16
scale = 0.8, 1.0, 0.8
rotation = 90, 0, 0
}
MODEL {
model = Squad/Parts/Utility/linearRCS/model
position = 0.285, 0.088, 1.16
scale = 0.8, 1.0, 0.8
rotation = 90, 0, 0
}
MODEL {
model = Squad/Parts/Utility/spotLightMk2/model // =
spotLight2
position = 0.0, 0.26, 0.0
scale = 0.4, 0.4, 0.4
rotation = 15, 0, 180
}

MODEL {
model = Squad/Parts/Utility/dockingPortSr/model
position = 0.0, 0.0, 0.0
scale = 1.0, 1.0, 1.0
rotation = 0, 0, 0
}
MODEL {
model = Squad/Parts/Utility/dockingPort/model
position = 0.0, 0.0, 0.0
scale = 1.0, 1.0, 1.0
rotation = 0, 0, 0
}
MODEL {
model = Squad/Parts/Utility/dockingPortJr/model
position = 0.0, 0.145, 0.0
scale = 1.0, 1.0, 1.0
rotation = 0, 0, 0
}
```

```
MODEL {  
model = Squad/Parts/Electrical/z-400Battery/model  
// position = 0.811, 0.089, 0.811 // Y was 0.088  
position = 0.8105, 0.0885, 0.8105  
scale = 0.45, 0.45, 0.45  
rotation = 0, 225, -90  
}
```

```
MODEL {  
model = Squad/Parts/Electrical/z-400Battery/model  
// position = -0.811, 0.089, 0.811  
position = -0.8105, 0.0885, 0.8105  
scale = 0.45, 0.45, 0.45  
rotation = 0, 135, 90  
}
```

```
MODEL {  
model = Squad/Parts/Command/probeCoreCube/model  
position = 0.0, 0.088, -1.2  
scale = 0.3, 0.5, 0.3  
rotation = 0, 0, 90  
}
```

```
MODEL {  
// model = RLA_Stockalike/Parts/Electrical/mmrtg/model  
model = +My/mmrtg/model  
position = -1.24, 0.088, 0.0  
scale = 0.65, 0.65, 0.65  
rotation = 0, 0, 90  
}
```

```
} // EOP
```

```
////////////////////////////////////  
////////////////////////////////////  
////////////////////////////////////
```

```
PART {
```

name = SmartDockingPortOmniSr

module = Part

author = cipherpunks

title = Clamp-O-Tron Omni SmartPort Sr. // !! tank is 0.05,
thrusters are 0.03*12-casing, so that's 0.23 total, and 0.23
for omni port

manufacturer = Goodspeed Aerospace // ??

description = Omni SmartPort Sr. integrates all three
Clamp-O-Tron docking ports with a MicroQBE computer to
create a docking port that you can place on a vessel and
literally "control from here"! Integrated reaction wheels top
out the feature list, making this a true all-in-one solution
for your space tugs and space tankers. Also includes
small RTGs to keep CPU alive.

TechRequired = largeUnmanned

entryCost = 0

cost = 3500

category = Pods

subcategory = 0

vesselType = Probe

CrewCapacity = 0

mass = 0.3

dragModelType = default

maximum_drag = 0.25

minimum_drag = 0.25

angularDrag = 0.5

crashTolerance = 20

maxTemp = 3400

breakingForce = 800

breakingTorque = 800

```
rescaleFactor = 1
attachRules = 1,1,1,1,0
node_stack_top = 0.0, 0.29, 0.0, 0.0, 1.0, 0.0, 2
node_stack_top0 = 0.0, 0.29, 0.0, 0.0, 1.0, 0.0, 0
node_stack_top1 = 0.0, 0.29, 0.0, 0.0, 1.0, 0.0, 1
node_stack_bottom = 0.0, -0.05, 0.0, 0.0, -1.0, 0.0, 2
```

```
MODULE {
name = ModuleDockingNode
referenceAttachNode = top0
nodeType = size0
}
```

```
MODULE {
name = ModuleDockingNode
referenceAttachNode = top1
nodeType = size1
}
```

```
MODULE {
name = ModuleDockingNode
referenceAttachNode = top
nodeType = size2
}
```

```
MODULE {
name = ModuleCommand
minimumCrew = 0
RESOURCE {
name = ElectricCharge
rate = 0.025
}
}
```

```
RESOURCE {
name = ElectricCharge
amount = 100
maxAmount = 100
}
```

```
MODULE {
```

```
name = ModuleGenerator
isAlwaysActive = true
OUTPUT_RESOURCE {
name = ElectricCharge
rate = 0.05
}
}
MODULE {
name = ModuleReactionWheel
PitchTorque = 0.5
YawTorque = 0.5
RollTorque = 2.5
RESOURCE {
name = ElectricCharge
rate = 0.03
}
}
MODULE {
name = ModuleSAS
SASServiceLevel = 4
}
MODULE {
name = ModuleLight
lightName = spotlight
useAnimationDim = true
lightBrightenSpeed = 2.5
lightDimSpeed = 5
animationName = LightAnimation
resourceAmount = 0.01
useResources = true
useAutoDim = true
}

MODEL {
model = Squad/Parts/Utility/spotLightMk2/model // =
spotLight2
position = 0.0, 0.26, 0.0
```

```
scale = 0.4, 0.4, 0.4  
rotation = 15, 0, 180  
}
```

```
MODEL {  
model = Squad/Parts/Utility/dockingPortSr/model  
position = 0.0, 0.0, 0.0  
scale = 1.0, 1.0, 1.0  
rotation = 0, 0, 0  
}
```

```
MODEL {  
model = Squad/Parts/Utility/dockingPort/model  
position = 0.0, 0.0, 0.0  
scale = 1.0, 1.0, 1.0  
rotation = 0, 0, 0  
}
```

```
MODEL {  
model = Squad/Parts/Utility/dockingPortJr/model  
position = 0.0, 0.145, 0.0  
scale = 1.0, 1.0, 1.0  
rotation = 0, 0, 0  
}
```

```
MODEL {  
model = Squad/Parts/Electrical/z-400Battery/model  
// position = 0.811, 0.089, 0.811 // Y was 0.088  
position = 0.8105, 0.0885, 0.8105  
scale = 0.45, 0.45, 0.45  
rotation = 0, 225, -90  
}
```

```
MODEL {  
model = Squad/Parts/Electrical/z-400Battery/model  
// position = -0.811, 0.089, 0.811  
position = -0.8105, 0.0885, 0.8105  
scale = 0.45, 0.45, 0.45  
rotation = 0, 135, 90  
}
```

```

MODEL {
model = Squad/Parts/Command/probeCoreCube/model
position = 0.0, 0.088, -1.2
scale = 0.3, 0.5, 0.3
rotation = 0, 0, 90
}

```

```

MODEL {
// model = RLA_Stockalike/Parts/Electrical/mmrtg/model
model = +My/mmrtg/model
position = -1.24, 0.088, 0.0
scale = 0.65, 0.65, 0.65
rotation = 0, 0, 90
}

```

```

} // EOP

```

```

////////////////////////////////////
////////////////////////////////////
////////////////////////////////////
@PART[DockingPortOmni,SmartDockingPortOmni] {
%MODULE[ModuleAdaptiveDockingNode]:NEEDS[Adaptive
DockingNode] { %ValidSizes = size0,size1 }}
@PART[DockingPortOmniSr,SmartDockingPortOmniSr,Sm
artDockingPortOmniSrRCS] {
%MODULE[ModuleAdaptiveDockingNode]:NEEDS[Adaptive
DockingNode] { %ValidSizes = size0,size1,size2 }}

```

```

@PART[*DockingPortOmni*] { // 1.0.4 fixes, kinda
%MODULE[ModuleConnectedLivingSpace]:NEEDS[Connect
edLivingSpace] {
%passable = true
%passableWhenSurfaceAttached = true
}
%thermalMassModifier = 2 // 1.0 for insulator; Squad uses
4 often; 6 for nose cones

```

```

%heatConductivity = 0.005 // 0.0001 for insulator; default =
0.12; Squad uses 0.04 for panels
%radiatorMax = 0.35 // ?? dunno what it is; default = 0.25
// %radiatorHeadroom = 0.75 // ?? I don't give a damn;
Squad uses 0.75 or 0.5 for radiators
%emissiveConstant = 0.7 // ?? dunno what it is; Squad
uses 0.9 for radiators
%skinThicknessFactor = 0.85 // skin:internals proportion;
around 1 for panels, around 0.1 or less for tanks
// %skinInternalConductionMult = 4.0 // skin -> intestines
flux
} // PART

```

```

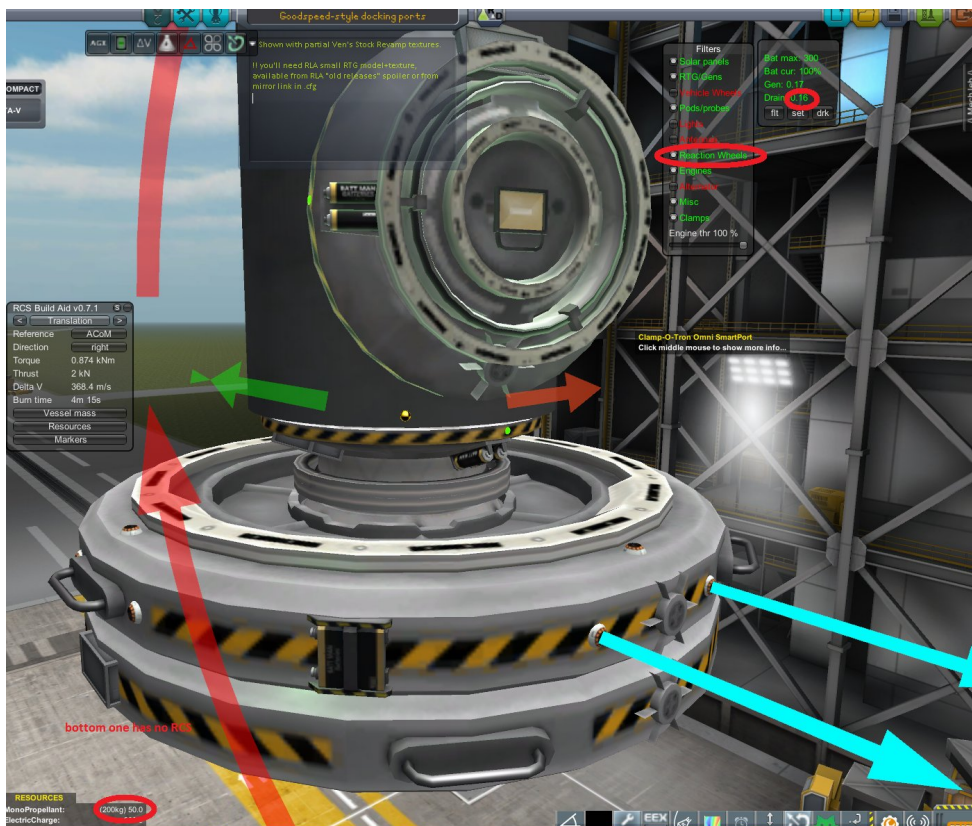
////////////////////////////////////
// EOF

```

```

// my modifications are public domain
ofc

```



@PART[goodspeedNuclearReactor*] { // Goodspeed
UNSFE-100 Nuclear Reactor, UNSFE-200 Nuclear Reactor,

UNSFE-400 Nuclear Reactor

@rescaleFactor = 0.5 // was 1.25m and 2.5m

@MODEL,* {

@texture,0 ^= :nuclearEngine:liquidEngineLV-N:

@texture,1 ^= :nuclearEngine:liquidEngineLV-N:

} // MODEL

@attachRules = 1,1,1,1,0

@maxTemp *= 1.2 // was 3400, exploded at ~1520

%emissiveConstant = 0.35 // is ribbed and has 4 panels; 1
for radiators; was 0.35

%heatConductivity = 0.85 // has heat pipes; 0.0001 for
insulator

%skinInternalConductionMult = 2

@RESOURCE[ElectricCharge] {

@amount *= 0.5

@maxAmount *= 0.5

} // RESOURCE

%power_electrical =

#\$RESOURCE[ElectricCharge]/maxAmount\$

@power_electrical *= 0.5 // it sees the one prior to
modification

@MODULE[ModuleGenerator]::NEEDS[!CommunityResourc
ePack] { @OUTPUT_RESOURCE[ElectricCharge] { @rate =
#\$.././power_electrical\$ } }

%MODULE[TweakScale]:NEEDS[TweakScale] { %type =
stack }

} // PART

@PART[goodspeedNuclearReactor*]:NEEDS[CommunityRe
sourcePack] { // Goodspeed UNSFE-100 Nuclear Reactor,
UNSFE-200 Nuclear Reactor, UNSFE-400 Nuclear Reactor

%power_thermal =

#\$RESOURCE[ElectricCharge]/maxAmount\$

@power_thermal *= 4

%RESOURCE[WasteHeat] {

%amount = #\$../power_thermal\$

%maxAmount = #\$../power_thermal\$

```

} // RESOURCE
@MODULE[ModuleGenerator] {
@OUTPUT_RESOURCE[ElectricCharge] {
@name = WasteHeat
@rate = #$/../power_thermal$
} // OUTPUT_RESOURCE
} // ModuleGenerator
%MODULE[ModuleResourceConverter] {
%StartActionName = Startup reactor
%StopActionName = Shutdown reactor
//%AlwaysActive = true
%AutoShutdown = true
%UseSpecialistBonus = false
INPUT_RESOURCE {
ResourceName = WasteHeat
%Ratio = #$/../power_thermal$
FlowMode = ALL_VESSEL
} // INPUT_RESOURCE
OUTPUT_RESOURCE {
ResourceName = ElectricCharge
%Ratio = #$/../power_electrical$
DumpExcess = true // ??
} // OUTPUT_RESOURCE
%GeneratesHeat = true
%DefaultShutoffTemp = 0.95 // ~36.16% at 0.96
//%FillAmount = 0.95 // how much it perceives the target
resource level to be; only fill to that % and stop
} // ModuleResourceConverter
} // PART

@PART[goodspeedNuclearReactor1]:NEEDS[CommunityR
esourcePack] { // Goodspeed UNSFE-100 Nuclear Reactor
@title ^= :100:200:
@description = Uranium Nitride Safe Fission Engine:
50kWe (200 kWt), 65.2cm diameter version, slim-line.
@mass = 0.256
%bulkheadProfiles = size0 // 0.625m

```

```
%MODULE[ModuleResourceConverter] {  
%ConverterName = Heat: 200kWt  
%TemperatureModifier = 39.147 // Int flux must be 200  
} // ModuleResourceConverter  
%MODULE[TweakScale]:NEEDS[TweakScale] {  
%defaultScale = 0.625 } // TweakScale  
} // PART
```

```
@PART[goodspeedNuclearReactor2]:NEEDS[CommunityR  
esourcePack] { // Goodspeed UNSFE-200 Nuclear Reactor  
@title ^= :200:400:  
@description = Uranium Nitride Safe Fission Engine:  
100kWe (400 kWt), 65.2cm diameter version.  
@mass = 0.512  
%bulkheadProfiles = size0 // 0.625m  
%MODULE[ModuleResourceConverter] {  
%ConverterName = Heat: 400kWt  
%TemperatureModifier = 39.1907 // Int flux = 400  
} // ModuleResourceConverter  
%MODULE[TweakScale]:NEEDS[TweakScale] {  
%defaultScale = 0.625 } // TweakScale  
} // PART
```

```
@PART[goodspeedNuclearReactor3]:NEEDS[CommunityR  
esourcePack] { // Goodspeed UNSFE-400 Nuclear Reactor  
@title ^= :400:800:  
@description = Uranium Nitride Safe Fission Engine:  
200kWe (800 kWt), 1.25m diameter version.  
@mass = 1.024  
%bulkheadProfiles = size1 // 1.25m  
%MODULE[ModuleResourceConverter] {  
%ConverterName = Heat: 800kWt  
%TemperatureModifier = 39.063 // Int flux must be 800  
} // ModuleResourceConverter  
%MODULE[TweakScale]:NEEDS[TweakScale] {  
%defaultScale = 1.25 } // TweakScale  
} // PART
```

```
// TODO clone 2.5m bigger ones
```

▼ **Galatea said:**

Koriolis New Parts Preview

I sniff Elite influence here ;-)

* textures aren't fixed with full-wildcard approach; currently working on neat way to fix them all in just 1 line per part, but stumbled upon ModuleManager ^= peculiarity...

Edited July 16, 2015 by cipherpunks

shamelessly add my parts



Quote



Posted August 24, 2015



Any updates?



Quote



PREV

8

Page 8 of 8



This thread is quite old. Please consider starting a new thread rather than reviving this one.

💬 Reply to this topic...



GO TO TOPIC LISTING

NEXT UNREAD TOPIC





[Language ▼](#) [Theme ▼](#) [Privacy Policy](#) [Contact Us](#)

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