KERBAL
SPACE PROGRAM

+ Create ▾

Lisias ▾

More

Search...

KSPTV   KSP Wiki   Get Mods!   Store   Activity ▾   Forum ▾

⌂ Home › Add-ons › Add-on Releases ›
KSP on Social Media › IRC Chat
[Airships in 1.3] HooliganLabs Mods

[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

The-Grim-Sleeper

Rocketry Enthusiast

● ●

Members

✚ 5

50 posts

Posted December 29, 2017

Report post   ⌣

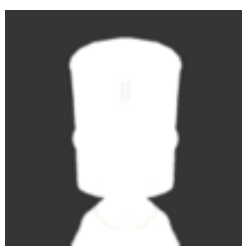I am having some design problems.

Is there a way to use the auto-balance and individual envelopes to balance out a craft (that has uneven an weight/balloon setup)?

Could you write a quick guide to building and using a craft like that?

➕   Quote

👍

Achemar

Newbie

●

Members

● 0

Posted January 14

Report post   ⌣

Help. I've been trying to make an airship and the back ALWAYS rapidly accelerates causing the airship to turn 85 degrees. I assume its a weight problem so I turn on auto pitch which does nothing but keep it 5 degrees from 90. Could you fix auto pitch or help me find a way to fix this?

+ Quote

JewelShisen
Airship Fleet Commander
●●●●

Members
+ 165
1,233 posts

Report post

> On 1/14/2018 at 2:13 PM, Achemar said:
>
> Help. I've been trying to make an airship and the back ALWAYS rapidly accelerates causing the airship to turn 85 degrees. I assume its a weight problem so I turn on auto pitch which does nothing but keep it 5 degrees from 90. Could you fix auto pitch or help me find a way to fix this?

Auto pitch can only do so much to level out a ship. The rest is just tweaking part placement and mass distribution.

+ Quote

Now in charge of upkeep for the Hooligan Labs Mods

Also helping to create the Hooligan Labs Mod Wiki!

Achemar
Newbie
●

Members
● 0
2 posts

Report post

> On 1/14/2018 at 6:52 PM, JewelShisen said:
>
> Auto pitch can only do so much to level out a ship. The rest is just tweaking part placement and mass distribution.

Perhaps tweaking auto pitch so it can do more? I know this was not a problem with real airships.

+ Quote

JewelShisen

Report post

Airship Fleet Commander

●●●●

Members

➕ 165

1,233 posts

Perhaps tweaking auto pitch so it can do more? I know this was not a problem with real airships.

Yes, because real airships had hundreds of hours of testing and planning to make sure they needed as little adjustment in flight as possible.

So no, this mod and game encourage and borderline require some willingness to adjust and tweak designs. If it is doing something you do not like then learn why and adjust your design.

➕ Quote   👍 1

Angel-125 reacted to this

Now in charge of upkeep for the Hooligan Labs Mods

Also helping to create the Hooligan Labs Mod Wiki!

Controllerless

Bottle Rocketeer

●●

Members

➕ 4

14 posts

Posted January 16   Report post ⤴

Hey man gotta say I love this mod, mainly downloaded it because i needed it for the HSB airship parts. I like how you have low tech starting blimp cabins but are the interiors modeled? I dont see any crew portraits when im in these 2 cabins. but the cabins for HSB seem to work just fine. Every command module works fine i just cant see my portraits in yours? I can still EVA by clicking on the hatch but i can not re board after I EVA so its kind of useless.

Here is my mod list:

KAX

KIN

KAS

KERBINSIDE

KERBIN SIDE GAP

HSB AIRSHIPS

HL AIRSHIPS

CONTRACT CONFIGURE

AIRPLANES PLUS

KERBAL KONSTRUCTS

FIRESPITTER

WILDBLUEINDUSTRIES (pretty sure your mod or the bison rover I downloaded depends on this)

Hope you can help me out id love to make some low tech airships!

+ Quote

JewelShisen
Airship Fleet Commander
●●●●

Members
⊕ 165
1,233 posts

Posted January 17

> On 1/16/2018 at 10:38 PM, **Controllerless said:**
>
> Hey man gotta say I love this mod, mainly downloaded it because i needed it for the HSB airship parts. I like how you have low tech starting blimp cabins but are the interiors modeled? I dont see any crew portraits when im in these 2 cabins. but the cabins for HSB seem to work just fine. Every command module works fine i just cant see my portraits in yours? I can still EVA by clicking on the hatch but i can not re board after I EVA so its kind of useless.
>
> Here is my mod list:
>
> KAX
>
> KIN
>
> KAS
>
> KERBINSIDE

KERBIN SIDE GAP

HSB AIRSHIPS

HL AIRSHIPS

CONTRACT CONFIGURE

AIRPLANES PLUS

KERBAL KONSTRUCTS

FIRESPITTER

WILDBLUEINDUSTRIES (pretty sure your mod or the bison rover I downloaded depends on this)

Hope you can help me out id love to make some low tech airships!

Actually HL has nothing it depends on but the lack of internals is not a mod conflict but due to those parts being unfinished for now.

+ Quote
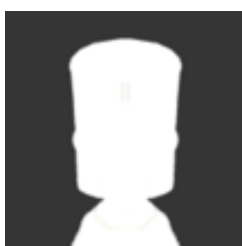
👍 1

Controllerless reacted to this

Controllerless

Bottle Rocketeer

● ●

Members

➕ 4

14 posts

Posted January 18

Report post ⤴

Cool Man thanks! looking forward to them they have a very nice look and great for when you just start out in a career mode with kerbin side GAP passenger missions!
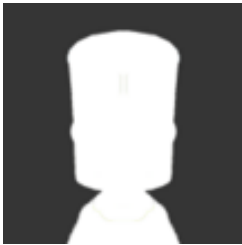
+ Quote

Controllerless

Bottle Rocketeer

●●

Members

➕ 4

14 posts

Report post ⤴

Did you also revive the submarine pack? isnt it supposed to change how water works

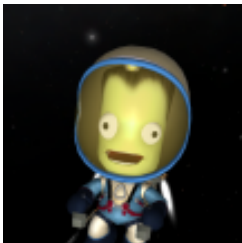➕ Quote 👍

HansonKerman

Bluesuit engineer at KSC and lover of LSU

●●●●

Members

➕ 531

644 posts

Location: At KSC

Report post ⤴

Eeee! Making Willy Wonka proud? Now *that's hard to do!* Instant download!

➕ Quote 👍

I use a nice old Mac, KSP 1.4.2. A mash-up! Project Seeker! You *have* checked the staging, right?

Be a friend! Follow @The Minmus Derp , @TeslaPenguin1 , and @SnacklessKerbal !

Creator of the Eeloo–Dres Appreciation Society, Ridiculous

TOMMY (JEB 2.0)

Rocketry Enthusiast

●●

Members

➕ 8

83 posts

Location: in the spaceplane hanger trying to build a ssto

Report post ⤴

dose this work with 1.4?

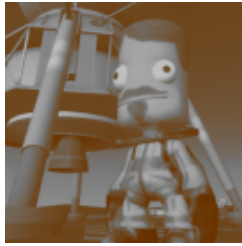➕ Quote 👍

CaptKordite

Rank Amateur

● ● ●

Members

➕ 151

114 posts

Report post ⤳

> On 3/14/2018 at 11:25 PM, TOMMY (JEB 2.0) said: ↱
>
> dose this work with 1.4?

I just copied my folder from 1.3.0 into 1.4.1 and it works so far with the exception of the icon being blank. Your mileage may vary.

This makes me very happy because I never could get the hang of airplanes.

➕ Quote 👍

✖▾

THE SKY

CALLS

Modding Maniac

Spacecraft Engineer

● ● ●

Members

➕ 8

103 posts

Report post ⤳

this work for 1.4.1?

➕ Quote 👍

weq15000

Bottle Rocketeer

● ●

Report post ⤳

hey so to whom it may concern despite claiming to be under All Rights Reserved, according to the wayback machine https://web.archive.org/web/20150310123427/ht

tp://forum.kerbalspaceprogram.com:80/threads/53961-0-23-5-HL-Mods-on-Curse it is actually (CC BY-NC-ND 4.0) as you cant walk back on a CC licence, now im no lawyer but that seems to me that were one to prefer this mod to be on ckan, JewelShisen woundnt have any ground to stop you? just a thought.

Edited March 26 by weq15000
corrected mode to mod

➕   Quote   👍

JewelShisen
Airship Fleet Commander
● ● ● ●

Posted March 26   Report post   ⇗

> **On 3/26/2018 at 3:12 AM, weq15000 said:** ↪
>
> hey so to whom it may concern despite claiming to be under All Rights Reserved, according to the wayback machine https://web.archive.org/web/20150310123427/http://forum.kerbalspaceprogram.com:80/threads/53961-0-23-5-HL-Mods-on-Curse it is actually (CC BY-NC-ND 4.0) as you cant walk back on a CC licence, now im no lawyer but that seems to me that were one to prefer this mod to be on ckan, JewelShisen woundnt have any ground to stop you? just a thought.

That version can be put up yes.

➕   Quote   👍

Now in charge of upkeep for the Hooligan Labs Mods   ✕ ▾

Also helping to create the Hooligan Labs Mod Wiki!

Jacke
Rocket Scientist
● ● ● ●

Posted March 26 (edited)   Report post   ⇗

> **On 3/26/2018 at 3:12 AM, weq15000 said:** ↪
>
> hey so to whom it may concern despite claiming to

> be under All Rights Reserved, according to the wayback
> machine https://web.archive.org/web/201503101234 27/http://forum.kerbalspaceprogram.com:80/threads /53961-0-23-5-HL-Mods-on-Curse it is actually (CC BY-NC-ND 4.0) as you cant walk back on a CC licence, now im no lawyer but that seems to me that were one to prefer this mod to be on ckan, JewelShisen woundnt have any ground to stop you? just a thought.

Well, I'm not a lawyer either. But I'd advice being very careful thinking that a version released under a CC licence would be considered still licenced that way. The GPL, because of the details of its language, I'd be more confident of. I'm not sure CC licences are sticky for derived work.

However, there's also the technical side of the matter. That mod's KSP version is "0.25 and partial 0.90". So munch has changed for both code and graphical features since then I don't know how much help it would be working from that version as opposed to starting from scratch.

Edited March 26 by Jacke

⊞ Quote   👍

Read this BEFORE asking for support: http://forum.kerbalspaceprogram.com/index.php? /topic/83212-how-to-get-support-read-first/

Jacke - the 'e' is silent
Glaran K'erman 2016 May 4: Ya know, I thought KSP was only teaching me rocket science. But with all these bugs I get to learn

Hooligan Labs
Cosmic Captain
● ● ●

Posted March 26   Report post ⤴

Not sure what's going on with this license thing, but it is weird. I actually had my original mod taken down years ago because I didn't want to put any restrictions on it at all. Eventually we agreed to put the MIT license on it which is super permissive.

I take it Curse has some additional license on it? Well, as

the original author, I hope this remains very easy for all to access. 🐸

➕   Quote   👍 2

You and JewelShisen reacted to this

I made an astronaut management game for Android - Cosmic Crew. Click here to play for free

Witness experiments on Youtube

Kerbas_ad_astra

bulkheadProfiler
●●●●

Posted March 26   Report post

The balloon models haven't changed at all since the last MIT-licensed version, so it's fine to use them under that license, but the code base has changed considerably. We'd have to get @dunclaw 's OK to put the code back into an open license (I'd advice GPL v3 for reasons explained in the long-winded post linked in my signature), or else 'roll back' to the older code from the last MIT-licensed version and lose his improvements (e.g. switching between stock and blizzy's toolbar, improved stabilization).

➕   Quote   👍 1

You reacted to this

Art/writing projects: KAA Integrated Space Plan | Illustrated (and Opinionated) Guide to Licenses | Misc. Test Results (coming soon)
Addons: SMURFF: Real-ish hassle-free fuel mass fractions | Mk1 Cargo Bay Updated | HGR Community Fixes | Landertrons (revived)

JewelShisen

Airship Fleet Commander
●●●●

Posted March 26   Report post

> On 3/26/2018 at 8:12 PM, Kerbas_ad_astra said:
>
> The balloon models haven't changed at all since the last MIT-licensed version, so it's fine to use them under that license, but the code base has changed considerably. We'd have to get @dunclaw 's OK to put the code back into an open license (I'd advice

GPL v3 for reasons explained in the long-winded post linked in my signature), or else 'roll back' to the older code from the last MIT-licensed version and lose his improvements (e.g. switching between stock and blizzy's toolbar, improved stabilization).

Ok all I can say at this point is just wow... Is installing a mod REALLY so difficult that people need a "tool" to do it for them? Seriously!? Darn it... Fine! I will add it to CKAN but I will provide ZERO support about install issues related to use of ckan!

[+] Quote 👍

Now in charge of upkeep for the Hooligan Labs Mods ✖️▾

Also helping to create the Hooligan Labs Mod Wiki!

Jacke

Rocket Scientist
●●●●

Posted March 26 (edited)   Report post ⌣

> ◉ **On 3/26/2018 at 8:20 PM, JewelShisen said:**   ⮫
>
> Ok all I can say at this point is just wow... Is installing a mod REALLY so difficult that people need a "tool" to do it for them? Seriously!? Darn it... Fine! I will add it to CKAN but I will provide ZERO support about install issues related to use of ckan!

Mod installation can be that difficult in its many details. And even the simplest modding system can be complex when it grows to over 100 mods (as is common in KSP). At some point, a tool is needed to make this work without a lot of mistakes and too much time tinkering instead of using.

For example, Debian Linux OS packages use two layers of interacting tools (dpkg and apt/aptitude). As well, their developers follow the Debian Policy Manual, which specifies a lot of detail learned necessary through many years of painful experience. Cf. details like 'config files', 'alternatives', and 'diversions', the last two due to needing to support overlapping files between packages. Steam

Workshop provides a modding system but it's limited and for heavy modding needs extra support, example XCOM 2's Alternate Mod Launcher.   Then there's CPAN and its KSP version CKAN that do the same thing with less detail rigor and depend on mods being clearly separated and specifying enough details to handle automatic install, removal, and dependencies.

For KSP, I get by with manual installation but I use the tool JSGME to assist. Without that, I'd likely restore to CKAN just to keep things manageable. I may eventually switch to CKAN.

Edited March 26 by Jacke

+ Quote

JewelShisen
Airship Fleet Commander
●●●●

Members
⊕ 165
1,233 posts

Posted March 26   Report post

I would have to disagree then. I had 30 or 40 mods on my KSP and never had issues with managing or removing mods. Had over 100 in my minecraft and had no trouble either.

+ Quote

---

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

Posted March 27   Report post

> On 3/26/2018 at 1:30 PM, JewelShisen said:

That version can be put up yes.

You may have answered this already, but why are you still keeping this mod in an ARR license?

+ Quote

👍 1

m4ti140 reacted to this

Sgt Doomball

Spacecraft Engineer

● ● ●

Members

➕ 71

228 posts

Location: Working on Homework

Posted April 3
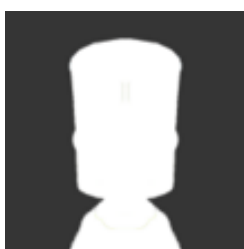
Report post ⤴

Will this improve water physics in KSP?

+ Quote

👍

MY CRAFT ON KERBALX   NTI Student

---

bunjatec

Rocketeer

● ●

Members

➕ 9

29 posts

Posted May 9

Report post ⤴

Hi, just a quick couple of questions,

does this mod work in all atmospheres? (for example Eve, Laythe, Jool?)

can I leave a vessel in the air to float while I'm doing something else (eg high altitude bases)?

Thanks

+ Quote

👍

Lisias

Boldly crashing what no Kerbal has crashed before!

●●●●

Members

+ 837

1,063 posts

Location: Universe ! Virgo ! Milkway ! OrionArm ! SolarSystem ! Earth ! America ! SouthAmerica ! Brazil ! SãoPaulo ! Capital ! Home ! LivingRoom ! MyChair

Posted May 9

Report post

> On 5/9/2018 at 8:20 AM, bunjatec said:
>
> does this mod work in all atmospheres? (for example Eve, Laythe, Jool?)

Yes! I tested it only with Heisenberg, but I don't see a reason it would not work fine with Hooligan's parts too.

> On 5/9/2018 at 8:20 AM, bunjatec said:
>
> can I leave a vessel in the air to float while I'm doing something else (eg high altitude bases)?

No. You will need Air Park or equivalent. Without this, you need to land it in ground or water.

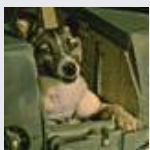**+**   Quote   Edit   👍 1

bunjatec reacted to this

Unholy interactions between modules is what Krakens✕ ▾
feed on… — Lisias

🗨 Reply to this topic...

🐦 f 🔴 ✉ 📌

📑 Unread Threads since my last visit   ✔ Mark site read

Privacy Policy   Contact Us

Powered by Invision Community