KERBAL
SPACE PROGRAM

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[1.4.5] AirPark Continued

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By gomker, June 25, 2017 in Add-on Releases

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gomker
Boom Enthusiast
●●●

Members
⊕ **278**
374 posts

Posted June 25, 2017   Report post ⤴

AirPark - Continued

Freeze your vessels during flight. Useful for parking large vessels such as airships boats, submarines etc... Vessel will be set to a "landed" state and previous state will be recorded.

I have been maintaining the current version for some time and since the previous maintainers are no longer around I will be continuing support in this new thread.

Thanks to the original Author :
@Smelly and previous maintainer :
@dunclaw

- Use the supplied part to Park the vessel by right click menu
- When a vessel is un-parked its previous velocity and speed will be restored
- Auto Un-Park - if set to on will un-park any vessel once within physics range
- Current Work In progress issues
  - The toolbar functions are known to be buggy at the moment
  - I am working to move this to a Vessel module to allow for more consistent behavior

Source: https://github.com /gomker/AirPark License: GP Lv2

Current Release
: https://github.com/gomke r/AirPark/releases

Report Issues
: https://github.com/gomke r/AirPark/issues

SpaceDock

: https://spacedock.info/mod/936/AirPark Continued

[+] Quote

swjr-swis, Drew Kerman, Space Scumbag and 14 others like this

MatterBeam

Modulating.
●●●●●

Members
➕ **687**
1,539 posts
Location: UK

Posted June 25, 2017   Report post ⌣

Good work.

[+] Quote

SimpleConstruction - Stock ✖ ▾
Rocket Building.

A blog on hard science fiction, worldbuilding

ThiccRocketScientist

KSP Cinematic Creator/Composer

Posted June 29, 2017   Report post ⌣

Ships stay at 0.2 m/s while in air. Is there any way to avoid this?

Also, any way to have action groups for them? Though not a big deal.

Thanks,

Fritz

https://www.youtube.com/playlist?
list=PLMokrFhwYAhwX2yeu14Kqe4YkStWuHrV4

KERBALKIND

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Members

● 278

374 posts

> **On 6/29/2017 at 8:48 PM,**
> **ThiccRocketScientist said:**
>
> Ships stay at 0.2 m/s while in air.
> Is there any way to avoid this?
>
> Also, any way to have action
> groups for them? Though not a
> big deal.

Are the engines still on? The freezing function literally says "stay at this GPS position" every frame. Thrust will keep it moving slightly.

Action groups is something I will put in my todo list.

gomker

Boom Enthusiast

●●●

Members

➕ **278**

374 posts

Posted July 6, 2017   ~~Report post~~ ⤳

> ▾ **On 6/29/2017 at 8:48 PM, ThiccRocketScientist said:** ⤴
>
> any way to have action groups for them?

Action group support added

https://github.com/gomker/AirPark/releases/tag/v0.1.6.1

Space dock etc... should update soon as well.

Space Scumbag

Sr. Spacecraft Engineer

●●●

Members

➕ 387

331 posts

Report post ⬚

Finally Action Groups! Thank you.

➕ Quote 👍

Hedd

Rocketeer

●●

Members

➕ 11

44 posts

Posted August 18, 2017 (edited)

Report post ⬚

Been getting a consistant (as in every time) crash while it's loading AirPark_InfoDrive. Anyone familiar with what may be causing it? Almost bone stock, Astronomers, HLAirships and Mechjeb

Edited August 18, 2017 by Hedd

➕ Quote 👍

[sIGPIC][/sIGPIC] ✕ ▾

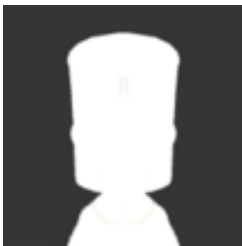## inoculator

Bottle Rocketeer

●●

Posted November 14, 2017

Report post ⬚

Hi.
I have been pointed to this MOD to give it a try in corporation with KAS. I have KSP 1.3.1 installed and I use CKAN.

Is this MOD being compiled for it in near future?

Members

⊕ 2

24 posts

+ Quote 👍

gomker
Boom Enthusiast

● ● ●

Members

⊕ 278

374 posts

Report post ⤳

> On 11/14/2017 at 7:09 PM, inoculator said:
>
> Hi.
> I have been pointed to this MOD to give it a try in corporation with KAS. I have KSP 1.3.1 installed and I use CKAN.
> Is this MOD being compiled for it in near future?

Updated Github/Spacedock for 1.3.1

+ Quote

Drew Kerman likes this 👍

My Mods: HullBreach | AirPark - Continued | Mod Dev : BDArmory Continued | VesselMover Continued |

BRAAAP_STUTUTU

Overengineererer

●●●

Members

⊕ 140

293 posts

Location: In a massively overengineered overkill rocket probably

Report post

@gomker is there a way to keep a craft parked until you manually un-park it? everytime i get a kerbal on EVA it seems to unpark itself, which is rather annoying when you are on a sloper trying to get some surface samples...

+ Quote

Braaps Rocketry And Spaceplane Space Agency -current project: IKAP (International Kerbal Aerospace Program)-

---

eberkain

Rocket Scientist

●●●●

Members

⊕ 345

869 posts

Location: Alabama

Report post

I wonder if you could make it add a launch site to Kerbal Konstructs after parking?

+ Quote

Antikris77

Bottle Rocketeer

●●

Report post

@gomker I was wondering, are you still working on this mod? And in

particular this bug? As it stands, AirPark is useful to freeze crafts mid flight and leave them there like a hovering base. But in order to continue flight, KSP currently drops the craft to the ground/ocean floor when unfreezing.

I'd like to use this mod - like I used to - for atmospheric rendezvous between one active airplane and another one waiting mid-air (auto-unpark).

+ Quote

---

gomker

Boom Enthusiast

● ● ●

Members

➕ 278

374 posts

Posted February 12, 2018   Report post   ⌣

> On 2/11/2018 at 1:15 PM, Antikris77 said:
>
> @gomker I was wondering, are you still working on this mod? And in particular this bug? As it stands, AirPark is useful to freeze crafts mid flight and leave them there like a hovering base. But in order to continue flight, KSP currently drops the craft to the ground/ocean floor when unfreezing.
>
> I'd like to use this mod - like I used to - for atmospheric rendezvous between one active airplane and another one waiting mid-air (auto-unpark).

Still am, just been a bit sick for awhile, also trying to finish this next release on BDA

I will get this and my other personal mods some love soon, real life got me a bit tied up 🐸

➕ Quote 👍

My Mods: **HullBreach** | **AirPark - Continued** | Mod Dev : **BDArmory Continued** | **VesselMover Continued** | ✖ ⯆

Antikris77
Bottle Rocketeer

●●

Members
➕ 25
12 posts

Posted February 12, 2018   Report post ⬿

> **On 2/12/2018 at 1:47 AM, gomker said:**
>
> Still am, just been a bit sick for awhile, also trying to finish this next release on BDA
>
> I will get this and my other personal mods some love soon, real life got me a bit tied up 🐸

Take care and get well soon.

Some day I will be able to make them kiss. 😊
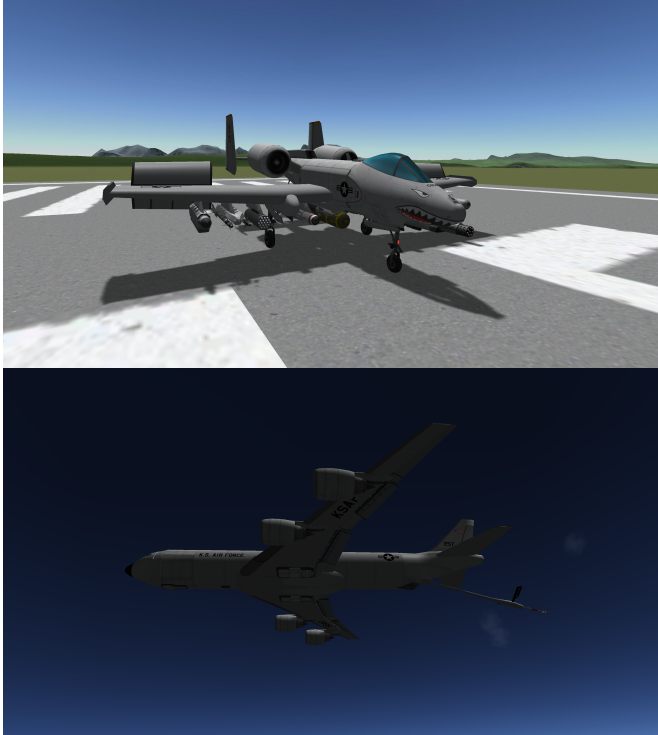
+ Quote 👍

DAL59
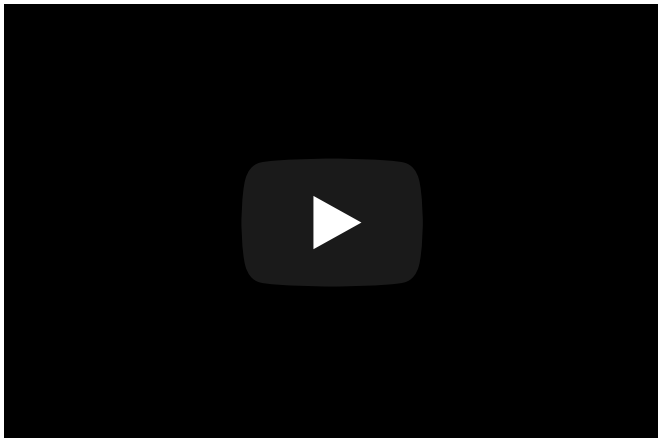
To edit this go to profile/edit profile/member title

●●●●●

Members

➕ **2,023**

1,989 posts

Report post 🔗

Use:

+ Quote 👍

Blackent1

Bottle Rocketeer

● ●

Members

➕ 4
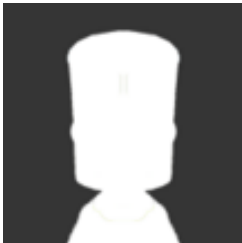
15 posts

I used airpark to park a large vessel. but if I load another ship, physics will pull the previous ship apart. Has this happend to you before?
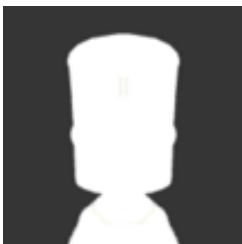
if so, how can i prevent this?

Great mod by the way!

➕   **Quote**   👍

IBoBI

Magrathean

● ●

Members

➕ 45

99 posts

Does this work with 1.4 ?

➕   **Quote**   👍

Lisias

Boldly crashing what no Kerbal

has crashed before!

●●●●●

> **On 5/13/2018 at 10:45 AM, IBoBI said:**
>
> Does this work with 1.4 ?

Unfortunately, it isn't working for me (1.4.3 heavily modded). I didn't researched the cause, but eventually I will need it and then I will find the time to do so - unless someone does it first. :-)
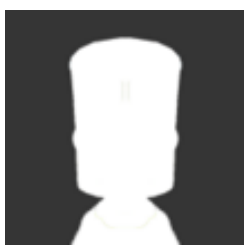
+　Quote　Edit

Everybody borks. — Gregory Kerman✕ ▾

IBoBI

Magrathean

●●

Posted May 13, 2018　　Report post　≪

> **On 5/13/2018 at 11:37 AM, Lisias said:**
>
> Unfortunately, it isn't working for me (1.4.3 heavily modded). I didn't researched the cause, but eventually I will need it and then I will find the time to do so - unless someone does it first. :-)

Ah, too bad, after a long inspection it seems to be one of the only mods in my extensive modlist which won't work at all if I update. I'm not planning to update until i recover my main gaming rig in a couple weeks though, and I wasn't currently using AirPark too

much anyways so I guess I could do without it.

Kudos if you manage to get an updated version working 🧟

Lisias

Boldly crashing what no Kerbal has crashed before!

●●●●●

> On 5/13/2018 at 11:40 AM, lBoBl said:
>
> Kudos if you manage to get an updated version working 🧟

Well... I have good news and bad news. =/

The good news is that in the above link, there's a **UNOFFICIAL** pre-release of the last available AirPark version compiled for KSP 1.4.1 (and tested on it). And it works.

The bad news is that there's a small glitch on it that renders the thing unusable. When switching vessels (or EVA), the thing auto-unparks and even by going back you can't do nothing as the part still thinks she's parked and don't allow you to park it again. I uploaded this **unofficial** pre-release in the case that anyone wants to test it with me in order to pursue a fix.

What leads me to question @gomker about his/her plans for the plugin - do you still plan to maintain it? If yes, assuming I manage to fix it, do you want me to open an issue on your repo and later apply a pull request?

Edited May 15, 2018 by Lisias

better phrasing

<div>

+   Quote   Edit

</div>

Everybody borks. — Gregory Kerman✕ ▾

Drew Kerman

KSA Operations Director

●●●●●

Members

⊕ **1,842**

5,397 posts

Posted May 15, 2018   Report post   ⤴

> **On 5/15/2018 at 4:40 PM, Lisias said:**
>
> The bad news is that there's a small glitch on it that renders the thing unusable. When switching vessels (or EVA), the thing auto-unparks and even by going back you can't do nothing as the part still thinks she's parked and don't allow you to park it again

Known issue I made in the github tracker months ago, been broken like this since 1.3
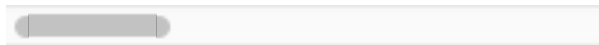
+   Quote   You like this   👍 ✕

Lisias

Boldly crashing what no Kerbal has crashed before!

●●●●●

Members

➕ **2,990**

2,891 posts

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

Posted May 15, 2018
(edited)

Report post ⌄

> **On 5/15/2018 at 8:27 PM,**
> **Drew Kerman said:**
>
> Known issue I made in the github tracker months ago, been broken like this since 1.3

I have to remember that at least some projects effectively use the issue tracking!

EDIT: I passed through the issues, and this appears to be related but exactly equal. On "my" issue, the vessel falls as a rock. They are not being gently placed on the ground, they are on free fall being accelerated by G.

Edited May 15, 2018 by Lisias

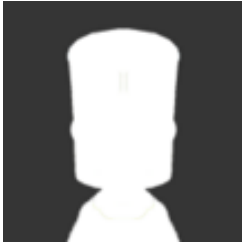⊞   **Quote**   **Edit**

Everybody borks. — Gregory Kerman ⌄

Storywalker4

Posted May 15, 2018

Report post ⌄

Do we have any idea on when a fix will come? My Jool He3 mining platform is getting lonely. On account of the kerbals being left to starve and having died and all... relied on shipments from Laythe to stay alive.

+ Quote

Posted May 17, 2018   Report post

I had some time to spare today and revisited the issue.

Well, things are not so bad as it appears (besides being bad nevertheless). I made some tests using Blimps (Heisenberg and Hooligan Labs), and got to this results:

1. When switching from the parked vessel to a near one, physics kicks in and "land" the parked blimp. The thing doesn't falls as a rock, it gently touch down and stays there - benefits of being weightless. :-)
2. The "Anchor" U.I loses track of the vessel, but if you focus on it and manually selects the AirPark part, you can manage it from there.
3. If the parked vessel is far enough of the last focused vessel, AirPark works as expected.

1. Sort of - the Altitude widget says 0 meters high, besides my blimp being 12.000 meters above the ground. :-)

So... Yeah, the behaviour described on the issues are confirmed on my setup (and a new small bug appears to be discovered on the U.I.).

The good news is that the thing *are* working - as long as nobody else tampers with it.

I just realized that I have World Stabilizer installed too on my setup, and since it appears to co-work (or perhaps, live together) the stock Physics stabilizer, perhaps by analysing this code we can find something of use.

> **On 5/15/2018 at 9:27 PM, Storywalker4 said:**
>
> Do we have any idea on when a fix will come?

Don't hold your breath. :-(There're people working on it, but real-life issues are always a hindrance.

+   Quote   Edit

Everybody borks. — *Gregory Kerman*

gomker

Boom Enthusiast

●●●

Members

➕ **278**

374 posts

Report post

Been out due to a flood in my place - just getting back online now and getting up to speed on things. Gonna be about a week or so before I get all this sorted

➕ Quote

You and Drew Kerman like this ✕

My Mods: **HullBreach** | **AirPark - Continued** | Mod Dev : **BDArmory Continued** | **VesselMover Continued** |
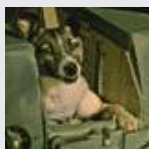

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