AIRPARK CONTINUED   CKAN

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License: **GPLv2**

Game Version: **1.4.5**

Source code: <u>https://github.com/gomker/AirPark (https://gith</u>…

OUTDATED MOD

This mod is not known to work with the latest version of Kerbal Space Program. Proceed with caution.

Information   Changelog   Stats

There are some issues being worked out in the mod See this post for Details http://forum.kerbalspaceprogram.com/index.php?/topic/123669-104-airpark/&do=findComment&comment=2749194 (http://forum.kerbalspaceprogram.com/index.php?/topic/123669-104-airpark/&do=findComment&comment=2749194)

Continuation of the Airpark Mod (http://forum.kerbalspaceprogram.com/index.php?/topic/123669-104-airpark/#comment-2242372) for parking AirShips. Changes were specifically designed to accomodate Boat Parking

This mod will allow the user to Park a vessel (set it to "Landed") at any given point. To use attach the AirPark Part to a vessel.

- AirPark = True - Will Immediately "Freeze" the vessel anywhere
- Auto Un-Park - If a vessel is inactive and within 1.5KM distance it will Activate the vessel and Un-Park it. Useful for simulating battles, such as an armada of boats as they come into physics range.

Parking a vessel sets its velocity and G-Force to 0 immediately.

Report any Bugs in GitHub Isssues

Source Code (https://github.com/KSP-SpaceDock/KerbalStuff)

API (https://github.com/KSP-SpaceDock/KerbalStuff/blob/master/api.md)

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