[KSP 1.12.x] Keep It Straight - Camera Persistent Mode (1.4.0) - 2021-11-03

By maja
March 14, 2018 in KSP1 Mod Releases

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maja — Members — 696 — 662

Posted March 14, 2018 (edited)

@Kerbal2000 stopped supporting this mod and turned this over to me. Original thread is here: https://forum.kerbalspaceprogram.com/index.php?/topic/141275-kspp-131-keep-it-straight-camera-persistent-mode-103-2017-10-11/

When I'm on a low orbit I prefer FREE camera mode, cause body I'm "falling to" has to be "below" 😀

However KSP keeps switching camera mode to AUTO every time something happens: switched to far away vessel, ended docking etc.

So here is Keep It Straight - mod that saves camera mode between scene changes and restores it.

Photorealistic pictures from high-orbit mode by RealGecko:

Hide contents

No more, no less 😀

Source: https://github.com/jarnaro/KSP_KeepItStraight

Download: https://spacedock.info/mod/924/KeepItStraight%20%5Bksp%5D

License: GPL-3.0

Changelog:

Hide contents

Version 1.4.0
- KSP 1.12+ compatibility

Version 1.3.0
- KSP 1.11+ compatibility

Version 1.2.0
- KSP 1.10+ compatibility

Version 1.1.0
- KSP 1.8+ compatibility

Version 1.0.7
- Recompile for KSP 1.7.1

Version 1.0.6
- Recompile for KSP 1.7

Version 1.0.5
- Recompile for KSP 1.5

Version 1.0.4
- Recompile for KSP 1.4.1

Version 1.0.3
- Recompile for KSP 1.3.1

Version 1.0.2
- Recompile for KSP 1.3.0

Version 1.0.1
- Camera mode is not reset to AUTO after docking is complete

Edited November 3, 2021 by maja

Quote — You, Ofurtz, RealGecko and 10 others like this

BorisVoyage · Keep It Straight · Who Am I · Parking Brake

leatherneck6017 — Members — 272 — 461 — About me: Tinkerer

Posted March 14, 2018

Thanks for the update. I used this a lot in my 1.3 game, will be nice to have it again in 1.4.1.

Quote — maja likes this

Add size filters and sub-categories to Filter Extensions: Moar Filter Extension Configs
Get nice looking reentry visual effects: Reentry Particle Effect Renewed

7 months later...

maja — Members — 696 — 662

Posted October 19, 2018 (edited) · Author

New release for KSP 1.5 is live!

No changes in this little piece of gem

Edited October 19, 2018 by maja

Quote

BorisVoyage · Keep It Straight · Who Am I · Parking Brake

MaverickSawyer — Members — 1,828 — 1.3k — About me: Destructive Field Tester since 2013

Posted October 19, 2018

Does anyone else have an issue with this not registering a change when docking to a space station? I.E., I dock to the station while in Free mode, and the station was in Free mode just before docking, but after docking, I'm in Auto. 😀

Quote

maja — Members — 696 — 662

Posted October 19, 2018 (edited) · Author

> On 10/19/2018 at 3:58 PM, MaverickSawyer said:
> Does anyone else have an issue with this not registering a change when docking to a space station? I.E., I dock to the station while in Free mode, and the station was in Free mode just before docking, but after docking, I'm in Auto. 😀

Can you create an issue on the github? I test it when I have a little bit of time.

Edit: Tested. It's working as expected. Camera is maintained in selected mode after dock/undock.

Edited June 3, 2019 by maja

Quote

BorisVoyage · Keep It Straight · Who Am I · Parking Brake

6 months later...

maja — Members — 696 — 662

Posted April 28, 2019 · Author

New release for KSP 1.7 is live!

Quote

BorisVoyage · Keep It Straight · Who Am I · Parking Brake

1 month later...

maja — Members — 696 — 662

Posted June 3, 2019 · Author

New release for KSP 1.7.1 is live!

Quote — ZokeAA and Ashkenazaal like this

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4 months later...

maja — Members — 696 — 662

Posted October 20, 2019 · Author

New release for KSP 1.8 is live!

Quote — leatherneck6017 likes this

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leatherneck6017 — Members — 272 — 461 — About me: Tinkerer

Posted October 20, 2019

> On 10/20/2019 at 8:34 AM, maja said:

New release for KSP 1.8 is live!

This is such a must have mod for me. Thanks for taking over and maintaining it.

Add size filters and sub-categories to Filter Extensions: Moar Filter Extension Configs
Get nice looking reentry visual effects: Reentry Particle Effect Renewed

9 months later...

maja — Members — 696 — 662

Posted July 20, 2020 · Author

New release for KSP 1.10 is live!

Quote — Danthiglas, Jaide, linuxgungamer and 3 others like this

BorisVoyage · Keep It Straight · Who Am I · Parking Brake

2 weeks later...

Aerodinamic Potatoe — Members — 5 — 71 — About me: KSP engineer Xander Castro at your service 😀

Posted August 3, 2020

VERY THANKKS I NEEDED THIS <3

Quote — maja likes this

GENERATION 33:
The first time you see this, copy it into your signature on any forum and add 1 to the generation. Social experiment.

2 months later...

Ocewatt — New Members — 0 — 1

Posted November 3, 2020

I have to express my appreciation for this mod, thank you for making something that should be a stock feature!

Quote — maja likes this

3 months later...

maja — Members — 696 — 662

Posted February 7, 2021 · Author

New release for KSP 1.11.1 is live!

Quote

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2 weeks later...

Guest — Guests

Posted February 14, 2021

Thank you for keeping this going! Constantly cycling through to free mode was indeed quite annoying

Quote

4 months later...

maja — Members — 696 — 662

Posted July 8, 2021 · Author

This mod is no longer needed in the KSP 1.12.x

Quote

BorisVoyage · Keep It Straight · Who Am I · Parking Brake

1 month later...

jefferyharrell — Members — 269 — 290 — About me: Factory Enthusiast

Posted August 22, 2021

> On 7/8/2021 at 3:55 PM, maja said:

This mod is no longer needed in the KSP 1.12.x

I'm not entirely sure I agree. This mod keeps my camera from switching from Free mode to Orbital mode automatically during ascents.

maja and Gordon Dry like this

Quote

maja — Members — 696 — 662

Posted August 25, 2021 · Author

> On 8/22/2021 at 2:17 PM, jefferyharrell said:
> I'm not entirely sure I agree. This mod keeps my camera from switching from Free mode to Orbital mode automatically during ascents.

Thank you for mentioning it. I will recompile it, because I didn't catch this problem.

Quote

BorisVoyage · Keep It Straight · Who Am I · Parking Brake

jefferyharrell — Members — 269 — 290 — About me: Factory Enthusiast

Posted August 25, 2021

> On 8/25/2021 at 6:20 AM, maja said:
> Thank you for mentioning it. I will recompile it, because I didn't catch this problem.

Let me clarify. Without this mod, the camera automatically switches from Free to Orbital mode when periapsis hits a certain whatever, like 40 km-ish. This mod prevents that switch from happening, which I like. I prefer to stay in Free mode and I don't like the camera switching by itself.

before like this

Quote

2 months later...

maja — Members — 696 — 662

Posted November 3, 2021 · Author

New release for KSP 1.12.2 is live!

Quote — leatherneck6017, JeffMarfat, Gordon Dry and 1 other like this

BorisVoyage · Keep It Straight · Who Am I · Parking Brake

2 years later...

maja — Members — 696 — 662

Posted September 19 · Author

If someone wants to adopt this or my other mods, contact me. I don't have time for modding anymore due to my busy work and life schedule.

BorisVoyage · Keep It Straight · Who Am I · Parking Brake

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