[1.2.x] Animated Staircase System

Thread starter: Enoss | Started: November 21, 2016 | In Add-on Releases

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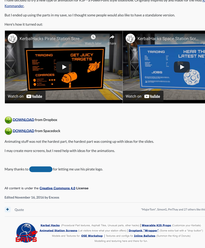

DOWNLOAD from Dropbox

DOWNLOAD from Spacedock

Animating stuff was not the hardest part, the hardest part was coming up with ideas for the slides.

I may create more scenes, but I need help with ideas for the animations.

Many thanks to Creative Commons for letting me use his pirate magic.

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Edited November 16, 2016 by Enoss

Quote

Enoss
Profile Engineer
Members 26,432 Posts 3,179 points 2,630 posts Location SPH rooftop

Posted November 21, 2016 (edited) · Author

Thank you, nothing more. Just holding with positions so they overlap right. Most of the decals are hidden inside the box or scaled down after their animation ended.

Quote · Kayaden and Kimono like this

CobaltWolf
Logistics Bureau
Members 2,139 Posts 2,139 points Location SPH rooftop

Posted November 21, 2016

In what? That's awesome! How did you do it? Are they animated decals over the surface?

Quote · Kayaden and Tomsdal like this

BDB BLUEDOG DESIGN BUREAU Rocket Reload BDB Roadmap

the3mult
Rocket Engineer
Members 1,169 2,147 posts

Posted November 21, 2016

That's amazing. Are we able to customize for our own benefit?

Quote

SYSTEM Not Free Yet available at Spacedock KPRESTS Resources 1.1 available at Spacedock
SIMPLEX TechTree 0.7 available at Spacedock
An extension of the stock research system with new technology, fuel cells/charges, planet part support
SIMPLEX Proportion 1.0 available at Spacedock
Allows parts to be scaled, gimbal range, planet part support
KerbalPilot and KE Decals
SIMPLEX KerbalSim 0.8 available at Spacedock
Adds support for KerbalSim with simplified Life Support and GPU resources
If anyone can, on KerbalCan Can

Enoss
Profile Engineer
Members 26,432 Posts 3,179 points 2,630 posts Location SPH rooftop

Posted November 21, 2016 (edited) · Author

On 11/21/2016 at 7:07 PM, the3mult said:

That's amazing. Are we able to customize for our own benefit?

That's right, if you're happy with how the decals move you can change the texture and have something new there.

Edited November 21, 2016 by Enoss

Quote · Mechmark, Ameera and KE like this

RamdaLeMeau
Late Cinnamon Pandoran: a creature in Cinnecar with Cinnamon
Members 5 Posts 2,000 points Location: Zanoa

Posted November 21, 2016

It would be possible to integrate these animations also in IVA - ok. Ok a console monitor.

Quote

Enoss, Snow Bear, SE and 1 other like this

gordrien
Spelunker
Members 100 Posts 110 points Location: Quebec,Canada

Posted November 21, 2016

combat tub kit!

Quote

Enoss and Kayaden like this

Mk3 Pilotseat+ gordrien

Make: Avro PIPA2 Velcro Member: Samsung 23" 1920*1080

CPU: i7 2600k @ 4.0Ghz Mobard: Logitech G21

GPU:GTX 980 Ti Ver.Maxwell 2.7Ghz

BetapoyGZT
For Daily and Extraordinary!
Members 60 Posts 110 points Location: Earth / Ist System

Posted November 21, 2016 (edited) · Author

Wow! Cheese... I have a blog.

A shot of Mission Control with Kerbals doing their "Mission Control" stuff would be kinda neat (probably would be several laser) kinda like what we see on kerbal TV.

The Nightly News with Ram Kirbean actually doing the news (with a LC text field at the bottom) with a kerbal twist.

A Discovery(or called "Interesting" Kerbal) with Neil... Kerbean Armstrong. He gets a Kerbin name (like he sets EC at the bottom), and something around him turns to solid gold.

And, of course, "Kerbal Hunters" with our friend... Karl Kapper! The tool at the bottom (CC) runs stuff that the real Carl Sagan would say, but with a Kerbal twist... should be good for some laughs.

Can do this all day!

BlahHaxContinued · The new KSP Wiki & API Documentation Project

Quote · Enoss, SE and Kayaden like this

Enoss
Profile Engineer
Members 26,432 Posts 3,179 points 2,630 posts Location SPH rooftop

Posted November 21, 2016 (edited) · Author

Sounds very interesting. Does CC stand for "Closed Captions"? I would really appreciate the help with tools, they're not my strong side.

Quote · BetapoyGZT and Kayaden like this

BetapoyGZT
For Daily and Extraordinary!
Members 60 Posts 110 points Location: Earth / Ist System

Posted November 21, 2016 · Author

On 11/21/2016 at 8:37 AM, Enoss said:

Sounds very interesting. Does CC stand for "Closed Captions"? I would really appreciate the help with tools, they're not my strong side.

Yes indeed, that's what it means. I've written for two games. Nothing to it at all. BlahHaxx seems to be at a good full right now, so I've got time on my hands. PM me with how you'd like to proceed, and we'll go from there.

BlahHaxContinued · The new KSP Wiki & API Documentation Project

Quote · Enoss Beecha

Enoss
Profile Engineer
Members 26,432 Posts 3,179 points 2,630 posts Location SPH rooftop

Posted November 21, 2016 (edited) · Author

Awesome! I'll send you a PM with details tomorrow.

Edited November 21, 2016 by Enoss

Quote · BetapoyGZT, Mechmark and 1 other like this

Kirsham2013
Stacks Old Timer
Members 1,134 1,134 posts

Posted November 22, 2016

I like it!

RYU AZUKIJYP
Old Hand
Members 42 Posts 1,000 points Location: Ellesworth,NFB

Posted November 24, 2016

Will you link blocks really soon? Can't wait to give it a try later today!

Quote · Enoss Beecha

Quobos Kerman
Rocket Scientist
Members 32 49 posts

Posted November 26, 2016

Totally useless, totally amazing and totally fun! Awesome job!

Quote · Enoss and Kayaden like this

LDn
Building Engineer
Members 1,765 1,765 posts Location: SPH rooftop

Posted November 26, 2016

Looks very cool, just when I start building my space hotel, tourists will love them.

If you look for idea, why not a warning safety sticktoon "Like something to remind Kerbals to don't cook snacks on nuclear reactor's radiation or to don't smoke near gigantic, over-pressured oxygen tank ?

Hey, that's a super cool idea

Quote · LDn and Kerbal Dick like this

Enoss
Profile Engineer
Members 26,432 Posts 3,179 points 2,630 posts Location: SPH rooftop

Posted November 26, 2016 (edited) · Author

On 11/26/2016 at 3:29 PM, LDn said:

Looks very cool, just when I start building my space hotel, tourists will love them.

If you look for idea, why not a warning safety sticktoon "Like something to remind Kerbals to don't cook snacks on nuclear reactor's radiation or to don't smoke near gigantic, over-pressured oxygen tank ?

Hey, that's a super cool idea

Quote · Kerbal Dick and Enoss like this

RealGecko
Junior Rocket Scientist
Members 664 658 posts

Posted November 27, 2016

JUST AUTO MOD!!!