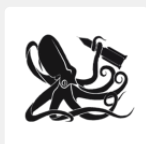


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[1.5.1] Baha EPL Redrilled v1.3.02 (12/21/18)

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By Eskandare, February 20, 2018 in [Add-on Releases](#)[• epl](#) [• kethane](#) [• mod](#) [• drills](#) [• isru](#)

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Page 1 of 2

Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

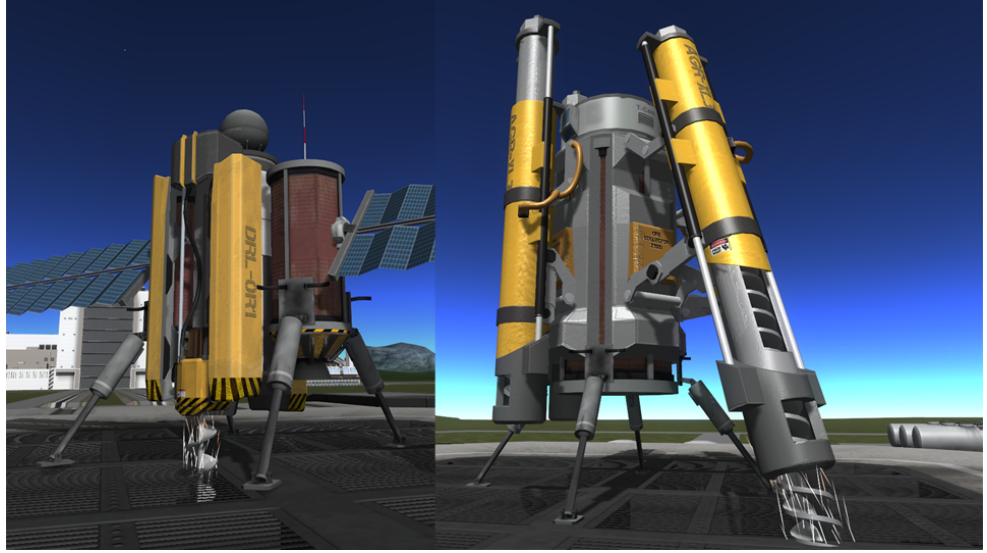
Location: Sitting in my chair.

Posted February 20, 2018 (edited)

[Report post](#)

Baha EPL Redrilled

BahamutoD's Drills & Parts for Extraplanetary Launchpads.



The is an updated version of [@BahamutoD](#) 's original Baha EPL mod. The drills are compatible with stock and now animate and behave like stock drills.

I'll be maintaining from now on, or until BahamutoD returns.

You can **Download** it from [SpaceDock Here!](#)

Albums:

[Album /a/xcGpu will appear when post is submitted](#)

[Album /a/JR0bw will appear when post is submitted](#)

Change Log:

Version 1.3.02 [KSP v1.5.1]

- Fixed attach node direction for 3D Printer and Compact launchpad.
- Removed crew compartment in launch pad and added probe core.
- Cleanup of launch pad config.

Version 1.3.01 [KSP v1.5.1]

- Updated dependencies
- Included Module Manager

BahamutoD's [original thread](#) as of (3/2/14), also posted below:

These are a pair of animated augers (one large, one small) for the [Extraplanetary Launchpads](#) mod by skykooler and taniwha.

They do not overwrite any parts from the mod and aren't officially part of the mod, just my own addon for them.

-Known 0.23.5 bugs:

-Launchpad dances while being deployed

-3D printer falls through things/things fall through it

Version 1.2

-Added expandable containers

-Added Launchpad

-Added 3D rocket parts printer

Notes: Includes an early version of my Animation Modules

plugin that allows the container and 3d printer animations.

I'm not entirely satisfied with the 3D printer yet but I thought I'd let people play with it for now.

Source for the plugin:

[bdanimSource0.1.zip](#)

Download:

[EL Drills and Parts v1.2 Download](#)

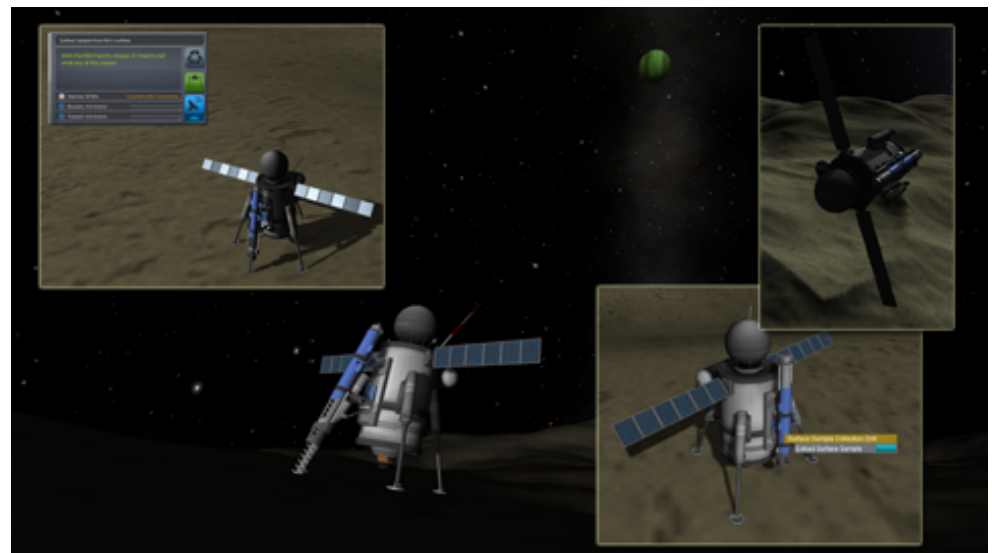
=====

[Legacy Imgur Album Code Omitted]

=====

Surface Sample Drill

Also, a science drill was requested. I wanted to make a separate part for that eventually but for now, a rescale and retexture:





Edited December 21, 2018 by Eskandare



Quote

Geonovast, Mecripp, JeffreyCor and 13 others like this



Eskandare Heavy Industries

- Check out my mods

Helping with [KerbinSide - New Bases For Planet Kerbin](#)

linuxgurugamer

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



Members

+ 11,714

15,111 posts

Location: At SpaceTux Industries HQ

Posted February 20, 2018 (edited)

Report post

immediate download!

Ok if I add it to CKAN?

~~Also, may want to put a link to the original thread at the top~~

Edited February 20, 2018 by linuxgurugamer



Quote

zer0Kerbal and Geonovast like this



I stream on Twitch on Sunday evenings:

<https://www.twitch.tv/linuxgurugamer>

Read this BEFORE asking for

support: <http://forum.kerbalspaceprogram.com/index.php?/topic/83212-how-to-get-support-read-first/>

Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

Posted February 20, 2018

Report post



On 2/20/2018 at 4:19 PM, linuxgurugamer said:



immediate download!

Ok if I add it to CKAN?

Go ahead and add it to CKAN. 🤖



Quote

nascarlaser1 likes this



Eskandare Heavy Industries

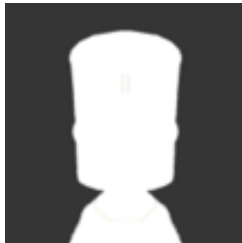


- Check out my mods

Helping with [KerbinSide - New Bases For Planet Kerbin](#)

nascarlaser1

Senior Rocket Scientist



Members

+ 288

1,147 posts

Posted February 20, 2018

Report post

YAAY ITS BAACK THANK YOU!! TAKE MY REP!!

+ Quote



If it doesn't work, strap 10 more engines to it.



TheKurgan

SMI, BDA, DCK Mod Tester



Members

+ 459

810 posts

Posted February 20, 2018

Report post

This is awesome, good work.

I found these drills long ago, and modified them to work with stock... but I never released them from fear of licencing and backlash... that was before I knew much about it.

I need to download them and compare it to my fixes 🤖

These are thee most beautiful drills in the game... it's really good to see them available again!!

+ Quote



[SM Armory/SM AFVs](#) - [SM Marine](#) - [Large Boat Parts Pack](#) - [SM Stryker Aerospace and Armory](#) - [KAX Continued](#) - [SMI Missiles and Launchers](#)

[Versus](#) - [WarpCoreUnit1](#) - [KTech](#) ([My YouTube uploads](#))

Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

Posted February 20, 2018

Report post



On 2/20/2018 at 8:16 PM, TheKurgan said:



This is awesome, good work.

I found these drills long ago, and modified them to work with stock... but I never released them from fear of licencing and backlash... that was before I knew much about it.

I need to download them and compare it to my fixes



These are thee most beautiful drills in the game... it's really good to see them available again!!

I just took the stats of the original and config'ed them in the stock code.



Quote

TheKurgan and nascarlaser1 like this



Eskandare Heavy Industries



- [Check out my mods](#)

Helping with [KerbinSide - New Bases For Planet Kerbin](#)

linuxgurugamer

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



Members

+ 11,714

15,111 posts

Location: At SpaceTux Industries HQ

Posted February 20, 2018

Report post



On 2/20/2018 at 4:32 PM, Eskandare said:



Go ahead and add it to [CKAN](#). 🤖

It will be done this evening.



Quote

zer0Kerbal likes this



I stream on Twitch on Sunday evenings:

<https://www.twitch.tv/linuxgurugamer>



Read this BEFORE asking for

support: <http://forum.kerbalspaceprogram.com/index.php?/topic/83212-how-to-get-support-read-first/>

Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

Posted February 20, 2018

Report post

On 2/20/2018 at 8:25 PM, linuxgurugamer said:

It will be done this evening.

Thank you, @linuxgurugamer



Quote

nascarlaser1 likes this



Eskandare Heavy Industries

- [Check out my mods](#)

Helping with [KerbinSide - New Bases For Planet Kerbin](#)

linuxgurugamer

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



Members

+ 11,714

15,111 posts

Location: At SpaceTux
Industries HQ

Posted February 20, 2018

Report post

Spacedock actually made a reasonable version, but it was
missing ModuleManager as a dependency.

it's been updated.



Quote



I stream on Twitch on Sunday evenings:

<https://www.twitch.tv/linuxgurugamer>

Read this BEFORE asking for

support: <http://forum.kerbalspaceprogram.com/index.php?/topic/83212-how-to-get-support-read-first/>

Geonovast

Upgrading to SpaceX fanboy...

Posted February 20, 2018

Report post

87% complete.



Members

+ 4,302

2,500 posts

Location: It's ok, I live here.

This is awesome! The normal EPL drills and I do not get along. Can't wait to play with these.



Quote



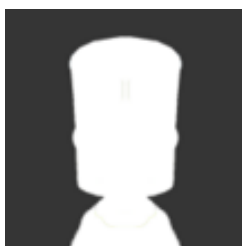
[SuperfluousNodes! \(mod\)](#)

[How Do I Post Pictures?](#)



drhay53

Bottle Rocketeer



Members

+ 204

402 posts

Posted February 20, 2018

Report post



I've never used these, can someone explain why I would want them? (Other than that the models look awesome)



Quote



TheKurgan

SMI, BDA, DCK Mod Tester



Members

+ 459

810 posts

Posted February 20, 2018 (edited)

Report post



On 2/20/2018 at 11:13 PM, drhay53 said:



the models look awesome



I guess there are other minor benefits, like size, shape... but mainly because they look AWESOME!

Edited February 20, 2018 by TheKurgan



Quote



[SM Armory/SM AFVs](#) - [SM Marine](#) - [Large Boat Parts Pack](#) - [SM Stryker Aerospace and Armory](#) - [KAX Continued](#) - [SMI Missiles and Launchers](#)

[Versus](#) - [WarpCoreUnit1](#) - [KTech](#) ([My YouTube uploads](#))

5thHorseman



Members

+ 11,106

11,760 posts

Location: OVER 9 DOTS

Posted February 20, 2018

Report post



On 2/20/2018 at 11:13 PM, drhay53 said:



I've never used these, can someone explain why I would want them? (Other than that the models look awesome)

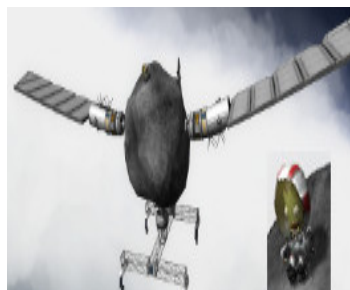
Other than the models look awesome, the models look awesome 🤖

But really no, they don't offer any new functionality, unless there's a ventral drill in the mix which is - imo - the biggest missing part in stock.



Quote

TheKurgan likes this



Mission: [Jool Mix-Up](#) | **Mods:** [WarpEverywhere](#) | [Stock Ventral Drill](#)

Manny Both Hands died to bring up this information

shdwlrđ

Bottle Rocketeer



Members

+ 220

324 posts

Posted February 21, 2018

Report post



Ooo... I forgot about these drills. Brings me back to before resources were a thing with KSP. Thanks for bringing them back. 🤖



Quote



Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

Posted February 22, 2018

Report post



On 2/20/2018 at 11:43 PM, 5thHorseman said:



Other than the models look awesome, the models look awesome 🤖

But really no, they don't offer any new functionality, unless there's a ventral drill in the mix which is - imo - the biggest missing part in stock.

I may just make this, as a gift to the mod. I had thought of making a large drilly part to make something like the Mole from Thunderbirds are Go!



Quote

nascarlaser1 likes this



Eskandare Heavy Industries
- [Check out my mods](#)



Helping with [KerbinSide - New Bases For Planet Kerbin](#)

Eskandare

Eskandare Heavy Industries



Posted February 23, 2018

Report post



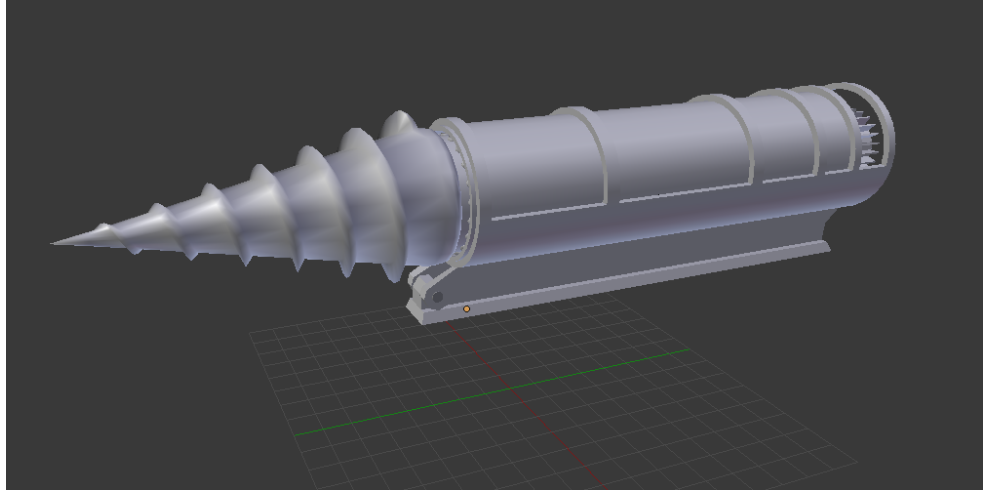
I call it the ARX-1 "Mighty Carrot"

Members

+ 1,102

1,314 posts

Location: Sitting in my chair.



Quote

Drew Kerman and theJesuit like this



Eskandare Heavy Industries

- Check out my mods

Helping with [KerbinSide - New Bases For Planet Kerbin](#)

Virtualgenius

Capsule Communicator



Members

+ 319

2,265 posts

Location: Australia

Posted March 1, 2018 (edited)

Report post

Hi i am Looking for a tweakscale config to re-size them and have tried various variables to do it without much success are they locked to a size

Solved it

Edited March 3, 2018 by Virtualgenius



Quote



If its not Broke dont FIX IT



Jesusthebird

Lander Commander



Posted July 21, 2018 (edited)

Report post

Noticed an issue



Reveal hidden contents

far as I can tell the modules are supposed to be named "ELTarget and ELLaunchPad" respectively. I changed the ExTarget to ELTarget and the module popped up when I

Members
+ 117
462 posts
Location: LKO

~~reloaded the game, however I didnt see the Launchpad module pop up when I tried the same with it. Im not sure if I should specify a transform name(what could it be?) or..what could be missing. any help would be appreciated. cheers!~~

got it

➤ Reveal hidden contents

I have always loved Baha mods, glad to see you are keeping this one alive.

Edited July 21, 2018 by Jesusthebird

+ Quote



2020rfransen

Newbie



Members

● 0

1 post

Posted September 8, 2018

Report post



Time to test this for 1.4.5, if it works then that will be nice, else I'll let you know in the case it has not been tested.

+ Quote



Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

Posted December 20, 2018

Report post



Updated...

+ Quote

Krakatoa likes this



[Eskandare Heavy Industries](#)
[- Check out my mods](#)



theJesuit

Rocket Surgeon



Members

+ 713

1,408 posts

Posted December 20, 2018 (edited)

Report post

Thanks [@Eskandare](#) for updating this (and reminding me it exists!)

I found a bug though! The attach node for the LaunchPad is inverted, as are the 3D printer. Is this on purpose?

To fix them, change the 1.0 in node stack bottom to -1.0.

The Launchpad should read:

```
node_stack_bottom = 0.0, -0.762755,
0.0, 0.0, -1.0, 0.0, 2
```

The same for the 3D printer.

```
node_stack_bottom = 0.0, -0.2942, 0.0,
0.0, -1.0, 0.0, 2
```

I'll be adding support for this in Simplex TechTree when the next version drops in about 20 minutes or so :). And the upcoming Simplex Resources mod.

With Simplex Resources, I'm not supporting Interstellar Fuel Switch at this stage - maybe later in 2019, but the tanks still fill, even if they don't expand :).

Peace.

Edited December 20, 2018 by theJesuit



Quote



SIMPLEX TechTree
1.7 [available at Spacedock](#)

A custom TechTree

SIMPLEX
Resources

1.3 [available at Spacedock](#)

An extension of the stock resource

SIMPLEX
Living
(1.1) [available at Spacedock](#)



Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

Posted December 20, 2018

Report post

On 12/20/2018 at 5:04 PM, theJesuit said:

Thanks @Eskandare for updating this (and reminding me it exists!)

I found a bug though! The attach node for the LaunchPad is inverted, as are the 3D printer. Is this on purpose?

To fix them, change the 1.0 in node stack bottom to -1.0.

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node_stack_bottom = 0.0, -0.762755,  
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With Simplex Resources, I'm not supporting Interstellar Fuel Switch at this stage - maybe later in 2019, but the tanks still fill, even if they don't expand :).

Peace.

Thanks for the catch! I'll update with the correction.



Quote

theJesuit likes this



Eskandare Heavy Industries

- Check out my mods

Helping with [KerbinSide - New Bases For Planet Kerbin](#)

Stone Blue

Junior Rocket Scientist



Members

+ 1,253

3,219 posts

Posted December 20, 2018

Report post

Also, I know it available on SpaceDock (which is GREAT), but the direct links for the mod and source do NOT work... ??

Now looking in the zip, I dont see a plugin specific to this mod (?)... so I guess no reason for a source link... unless you wanna put the source models and textures up... 🤖



Quote



"The absolute best thing about a mod is how quickly you forget it's installed..... Until you play an instance of KSP without it." - 5thHorseman

"Always remember: It's Nice To Be Important...but It's More Important To Be Nice!..." - [Brother Wease](#)

Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

Posted December 20, 2018

Report post



On 12/20/2018 at 6:55 PM, Stone Blue said:



Also, I know it available on SpaceDock (which is GREAT), but the direct links for the mod and source do NOT work... ??

Now looking in the zip, I dont see a plugin specific to this mod (?)... so I guess no reason for a source link... unless you wanna put the source models and textures up... 🤖

Only plugins get posted source files.

+ Quote



Eskandare Heavy Industries

- [Check out my mods](#)



Helping with [KerbinSide - New Bases For Planet Kerbin](#)

Stone Blue

Junior Rocket Scientist



Members

+ 1,253

3,219 posts

Posted December 20, 2018

Report post



On 12/20/2018 at 7:03 PM, Eskandare said:



Only plugins get posted source files.

source **code** ... some devs with open licenses also make the source **models/textures/Unity project files** for parts, also available... Like Ven did, for example 🤖

+ Quote



"The absolute best thing about a mod is how quickly you forget it's installed..... Until you play an instance of KSP without it." - 5thHorseman

"Always remember: It's Nice To Be Important...but It's More Important To Be Nice!..." - [Brother Wease](#)

1

2

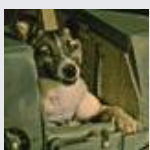
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[1.5.1] Baha EPL Redrilled v1.3.02 (12/21/18)

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