



[0.23]Baha. Parts for Extraplanetary Launchpads v1.2 (3/2/14)

[Follow](#)

8

By BahamutoD, February 20, 2014 in Add-on Releases

Rate this topic

[Start new topic](#)[Reply to this topic](#)

1

2

3

4

5

6

[NEXT](#)

>>

Page 1 of 12

BahamutoD

Senior Rocket Scientist



Members

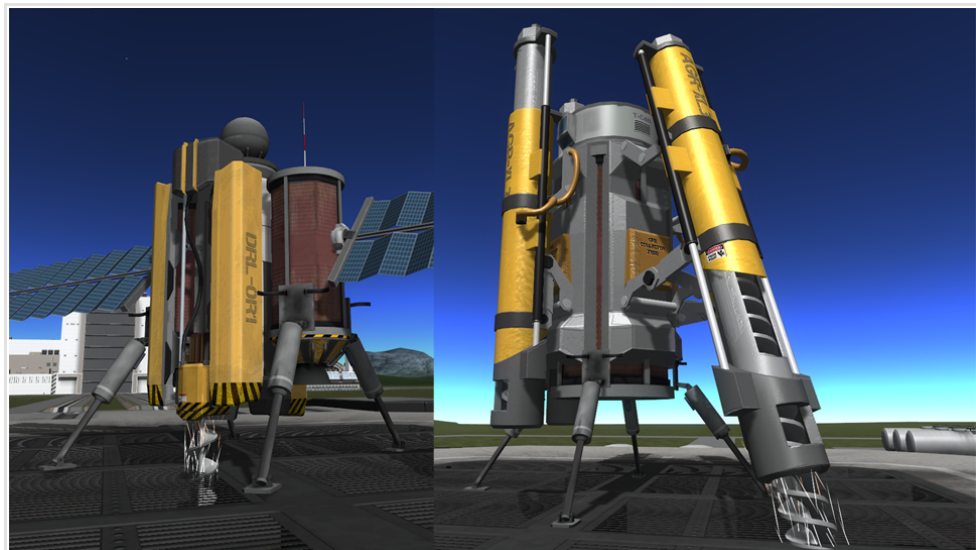
+ 1,994

1,285 posts

Posted February 20, 2014 (edited)

[Report post](#)

BahamutoD's Drills & Parts for EL



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](#)

=====

[Javascript is disabled. View full album](#)

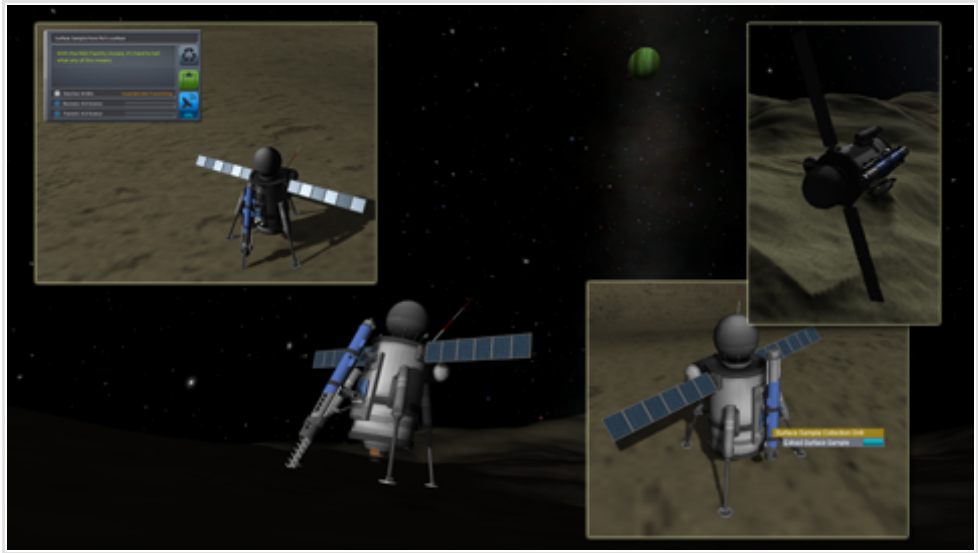
New

[Javascript is disabled. View full album](#)

=====

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:



[Download Surface Sample Drill \(Mediafire\)](#)



Edited 16 hours ago by BahamutoD



Quote

tal2410, zer0Kerbal, 1of6Billion and 4 others like this



[CameraTools](#) | [BD Armory \(Weapons\)](#) | [Vessel Mover](#)



[Improved Chase Camera](#) | [BDynamics \(parts\)](#)

[Adjustable Landing Gear](#) | [Youtube page](#) (KSP and mod update vids)

BritOpsGaming

Rocketeer



Members



26 posts

Posted February 20, 2014

Report post

These look perfect of of world mining rigs! I going to download right away.



Quote



erbmur

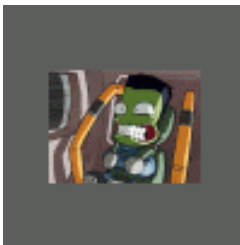
Spacecraft Engineer



Posted February 20, 2014

Report post

***** awesome models



Members

+ 3

224 posts

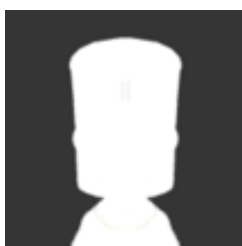


Quote



Queril

Rocketry Enthusiast



Members

+ 5


78 posts

Posted February 20, 2014

Report post



Perfect, thanks!

Now I have to wait for a decent smelter model (unless there already is one, please hint me if there is) and I can finally make a EL that I can look at! 

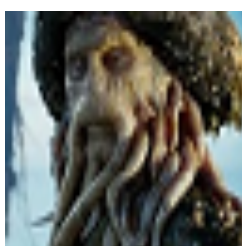


Quote



Itsdavyjones

Junior Rocket Scientist



Members

+ 83

631 posts

Posted February 20, 2014

Report post



These are perfect, can't wait to use them.



Quote



Horus

Sr. Spacecraft Engineer



Members

+ 54

Posted February 20, 2014

Report post



Awesome. Perfect & marvelous! Thanks, man!!!

Also enjoyed your metal cover for KSP title))) Super!



Quote



498 posts

Horus

Sr. Spacecraft Engineer



Members

+ 54

498 posts

Posted February 20, 2014

Report post

I do really hope you'll have some motivation & time to make more parts of the same high quality)



Quote



hieywiey

RealPlume Enthusiast



Members

+ 188

695 posts

Location: Kraken Mare

Posted February 20, 2014

Report post

Those models are so sexy!



Quote



#CultOfManuel



K3-Chris

Pretend Genius



Members

+ 183

1,295 posts

Posted February 20, 2014

Report post

Hubba hubba!

What EPL really needs, proper models.



Quote



Tetragon Projects Employee #3 | Official Title: Interior Decorator

Tetragon Projects presents: [B9 Aerospace R5](#)

5thHorseman



Members

+ 11,106

11,760 posts

Location: OVER 9 DOTS

Posted February 20, 2014

Report post

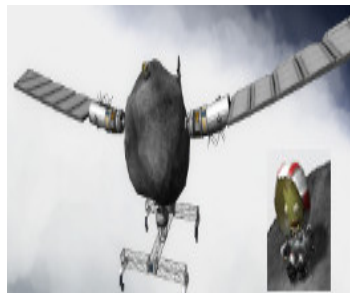
Let me chime in as well, these are some of the best drills I've seen in the game, and easily the best ELP drills. I'm going to replace my driller with them and put them on all future rigs.

Very well done!



Quote

BaronAvÅnga likes this



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

Manny Both Hands died to bring up this information

JDCollie

Sr. Spacecraft Engineer



Members

+ 94

261 posts

Posted February 20, 2014

Report post

I've got to hand it to you; that is some of the best looking parts modelling I've seen in KSP.



Quote

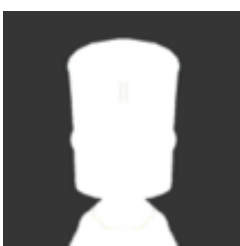


My mods:

[DSD MOBILE LABS](#)

ecat

Sr. Spacecraft Engineer



Members

+ 76

291 posts

Posted February 20, 2014

Report post

Those are some mighty fine Archimedean screws you have there, stunning work.



Quote



Centre of Mass Tracking mod:

<http://forum.kerbalspaceprogram.com/threads/47780-PLUGIN-0-21-x-Automatic-Centre-of-Mass-Tracking-0-01>

Alternative method for dealing with unbalanced craft:



malkuth

Mission Controller Dev



Members

+ 254

1,728 posts

Posted February 20, 2014

Report post

Dam dude. I don't use this mod, but those are some dam nice looking parts you made. Wow. Impressed.



Quote



[Mission Controller 2](#) (Custom Contracts, Satellite Cores, Contracts) (Updated For KSP 1.4.1)

[Kerbal Space Program 1.0 + Achievements Mod](#) (Updated For KSP 1.4.1)

BahamutoD

Senior Rocket Scientist



Members

+ 1,994

1,285 posts

Posted February 21, 2014

Report post

Glad you all like it! I'm also trying out a compact launchpad design.

[Javascript is disabled. View full album](#)

The colored parts underneath represent a 2.5m tank and the small radial engines for scale.



Quote



[CameraTools](#) | [BD Armory \(Weapons\)](#) | [Vessel Mover](#)

[Improved Chase Camera](#) | [BDynamics \(parts\)](#)

[Adjustable Landing Gear](#) | [Youtube page](#) (KSP and mod update vids)

tygoo7

Capsule Communicator



Posted February 21, 2014

Report post

That launchpad and auger look fantastic! I have been waiting for Extra Planetary Launchpads to get better models. Keep up the good work!



Members

+ 1,096

2,498 posts

Location: The great white north
of Minnesota



Quote



<https://dododigitalgame.com/>



curiousepic

Sr. Spacecraft Engineer



Members

+ 46

388 posts

Posted February 21, 2014

Report post



That launchpad might spur me to actually use EPL - My main complaint is the aesthetic of their launchpad. I'd also love to use those drills for ISRU in KSPI, since their ISRU unit is kind of... magical at the moment.



Quote



Edited just now by curiousepic because OCD.



PolecatEZ

Sr. Spacecraft Engineer



Members

+ 178

510 posts

Posted February 21, 2014

Report post



A minor tweak for the proletariat, if you could add the tech tree designators into the config so we can have them in career mode. Otherwise, these look fantabulous.



Quote



BFGfreak

Sr. Spacecraft Engineer

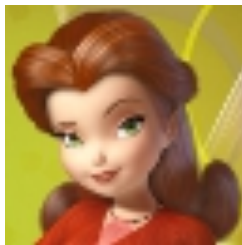


Posted February 21, 2014

Report post



I think this pretty much speaks for everyone in regards to a new launch pad.



Members

+ 22

260 posts



I don't even use EPL, but I would just to get my hands on that.



Quote



Noio said:



I was wondering why my antenna was leaking punch cards. 🤖

sidfu

Rocket Scientist



Members

+ 68

1,045 posts

Posted February 21, 2014

Report post



PolecatEZ said:

A minor tweak for the proletariat, if you could add the tech tree designators into the config so we can have them in career mode. Otherwise, these look fantabulous.

its just a small .cfg change u can do yourself just add the same sceince part from the augers to these and u good to go. for ksp best to learn atleast basics of modifying .cfg



Quote



[https://spacedock.info/mod/1128/Kerbalism TAC profile?noedit=True](https://spacedock.info/mod/1128/Kerbalism%20TAC%20profile?noedit=True)

skykooler

Launch Engineer



Members

+ 155

739 posts

Posted February 21, 2014

Report post 

That new launchpad is beautiful! How do you plan for things to connect to it though?

+ Quote



Horus

Sr. Spacecraft Engineer



Members

+ 54

498 posts

Posted February 21, 2014 (edited)

Report post 

The launchpad idea is really neat. Not surprised to get such a result from you, man)

However, I'd like to add just a thought - would super to have a launchpad with a possibility to build a rover on it, so it could drive off from a launchpad easily.

Also, hoping for your motivation to create replacements for smelter & rocketparts workshop (at least for them). You are a "Zzz-for-ELP-mod"! Keep it up, man! (and not only in KSP - guitar is nice as well)

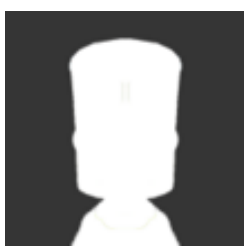
Edited February 21, 2014 by Horus

+ Quote



Sokar408

Sr. Spacecraft Engineer



Members

Posted February 21, 2014

Report post 

The main mod is in, at least in my opinion, in desperate need of model rework, so this is perfect. Any plans on adding more?

On another completely separate note. I haven't played the EL mod much, but I have noticed there are several launchpads, and only one of them looks like something that took more than 30 secs in Maya to put together. Are

+ 53
499 posts

all the launchpads the same when it comes to function?



Quote



Unteknikal

Rocketry Enthusiast



Members

+ 8

81 posts

Posted February 21, 2014

Report post



Sokar408 said:

The main mod is in, at least in my opinion, in desperate need of model rework, so this is perfect. Any plans on adding more?

On another completely separate note. I haven't played the EL mod much, but I have noticed there are several launchpads, and only one of them looks like something that took more than 30 secs in Maya to put together. Are all the launchpads the same when it comes to function?

Amazing work, those augers look really neat!



Quote



Virtualgenius

Capsule Communicator



Members

+ 319

2,265 posts

Location: Australia

Posted February 21, 2014

Report post



Have you considered just releasing them to do science as well as in core samples they would make a very good addition to the science role



Quote



If its not Broke dont FIX IT



TimMartland

Junior Rocket Scientist



Posted February 21, 2014

Report post



These are so much better than the original one. I hope these are officially added to the pack!



Members

+ 16

506 posts



Quote



'Err...Guys? Is it just me, or is something on fire?'



1

2

3

4

5

6

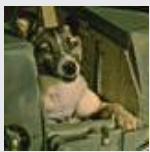
NEXT



Page 1 of 12



This thread is quite old. Please consider starting a new thread rather than reviving this one.



Reply to this topic...



GO TO TOPIC LISTING

Add-on Releases

NEXT UNREAD TOPIC

[1.6.1] Beyond Home 1.1.0 - After Kerb...



Home > Add-ons > Add-on Releases >

Unread Threads since my last visit

Mark site read

[0.23]Baha. Parts for Extrplanetary Launchpads v1.2 (3/2/14)

Language Privacy Policy Contact Us

©2018 Take-Two Interactive Software, Inc.

Powered by Invision Community