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[1.8.x] Better Science Labs Continued

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21

By linuxgurugamer, June 12, 2015 in Add-on Releases

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linuxgurugamer

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



Members

+ 15,067

18,095 posts

Location: At SpaceTux Industries HQ

Posted June 12, 2015
(edited)

[Report post](#)

I've forked an old project called Better Science labs.

I'm adding extra labs which don't exist.

You can find it

here: <http://spacedock.info/mod/45/Better%20Science%20Labs%20Continued>

IMPORTANT INSTALLATION

INSTRUCTIONS for 1.7 and later

In 1.7, the Mk1-2 pod has been deprecated, moved into the zDeprecated directory, and are not

directly accessible during loading.

To address this, I've provided a pair of scripts, one to be used on Windows and the other to be used on both Linux & OSX. These only need to be run one time

Windows Instructions

1. Open the **BetterScienceLabsContinued** folder in Windows Explorer
2. Double-click on the file Windows_CopyTextures.bat
(note that on most systems, you won't see the .bat)

Linux & OSX Desktop Instructions

- Open the **BetterScienceLabsContinued** folder Desktop
- Double-click on the file:
BashCopyTextures.sh

Linux & OSX Terminal Instructions

1. Change to the GameData/**BetterScienceLabsC**
ontinued directory
2. Type the following:
bash BashCopyTextures.sh

Currently it has the following new labs:

- Crew Cabin Science MPL-CC-2,
same size as the hitchkiker

- MK 2 Crewed Lab MPL-MK2-2, same length as the Large Crewed Lab, but in a Mk 2 shape
- Mobile Processing Lab MPL-mk2-LC-2, same size as the Mk 2 Lander Can
- Mobile Processing Lab MPL-Mk1-2-2, same size and shape as the Mk 1-2 command pod
- S.N.A.C.K Retrieval Probe SRP-01

For the Firespitter mod:

- Mobile Processing Lab MLS-FS-2, same size as the Firespitter crew fuselage

For the HGR mod:

- Mobile Processing Lab MPL-ON-2, same size as the Onion Command pod

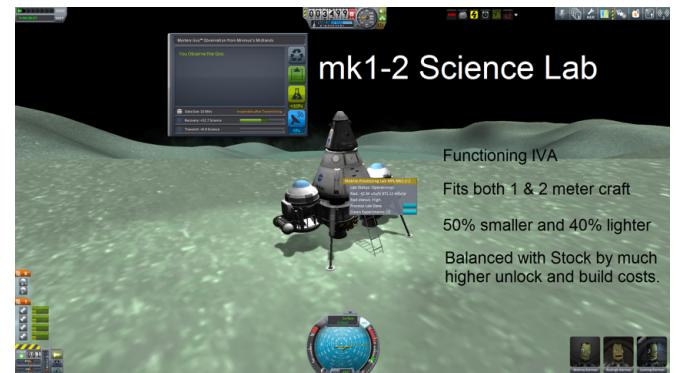
For the OPT mod:

- J Mobile Lab LP3, short version, 1/2 the length of the supplied lab LP3
- FYI, the OPT lab will be released later today (Friday, 6/12)

Donations gratefully accepted:



<https://www.patreon.com/linuxgurumer>



<http://i.imgur.com/5MVNRM7.png>

All original licenses apply:

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<http://opensource.org/licenses/MIT> by
Cychotha

B9 Aerospace models and textures
licensed Creative Commons (CC BY-
NC-SA 3.0):

<https://creativecommons.org/licenses/by-nc-sa/3.0/> by bac9 et.al. available
at
<http://forum.kerbalspaceprogram.com/threads/92630-0-24-2-B9-Aerospace-Release-5>

Edited May 19, 2019 by linuxgurugamer



Quote

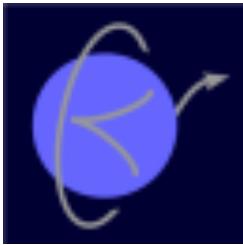
Nightside, WuphonsReach,
Chaumas and 3 others like this



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->

bulkheadProfiler



Members

1,034

1,584 posts

Looking through the archive, I see the snack probe still has a KASModuleContainer, which has been deprecated. You'll want to replace that with a [ModuleKISInventory](#). You might also want to put a "NEEDS[HGR]" and "NEEDS[Firespitter]" in front of the Firespitter and HGR labs, so that KSP doesn't try to load them if those mods aren't present.

Otherwise, I'm looking forward to what you've got next!

(Also, I see you've got a license in the download and on KerbalStuff, but you'll want it here as well.)



Quote



Art/writing projects: [KAA Integrated Space Plan](#) | [Illustrated \(and Opinionated\) Guide to Licenses](#) | [Misc. Test Results \(coming soon\)](#)
Addons: [SMURFF: Real-ish hassle-free fuel mass fractions](#) | [Mk1 Cargo Bay](#)



linuxgurugamer

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



Posted June 12, 2015

[Report post](#)



I'm still figuring out the snack probe, thanks for that.

I'll add the license to the first post in 5 minutes, thanks for the heads-up.

This is a WIP, so all constructive



comments are extremely welcome.

LGG

--- Updated ---

Members
+ 15,067
18,095 posts
Location: At SpaceTux
Industries HQ

 Kerbas_ad_astra said:

Looking through the archive, I see the snack probe still has a KASModuleContainer, which has been deprecated. You'll want to replace that with a [ModuleKISInventory](#). You might also want to put a "NEEDS[HGR]" and "NEEDS[Firespitter]" in front of the Firespitter and HGR labs, so that KSP doesn't try to load them if those mods aren't present.

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(Also, I see you've got a license in the download and on KerbalStuff, but you'll want it here as well.)

Is this the correct syntax:

PART:NEEDS[Firespitter]

{

....



Quote



I stream on Twitch on Sunday evenings:

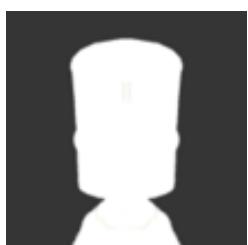


<https://www.twitch.tv/linuxgurugamer>

Read this BEFORE asking for support: <http://forum.kerbalspaceprogram.com/index.php?topic/83212->

imaspacestation

Spacecraft Engineer



Members

50

107 posts

Posted June 12, 2015

Report post



Hate to be the one to say this, but pics please?

More science labs sounds awesome, but what do the parts look like?

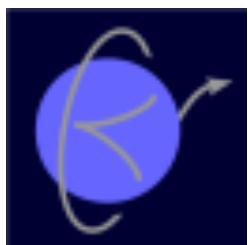


Quote



Kerbas_ad_astra

bulkheadProfiler



Members

1,034

1,584 posts

Posted June 12, 2015

Report post



linuxgurugamer said:

Is this the correct syntax:

PART:NEEDS[Firespitter]

{

....

Sure is!



Quote



Art/writing projects: [KAA Integrated Space Plan](#) | [Illustrated \(and](#)



Yemo

Senior Rocket Scientist



Members

+ 592

1,486 posts

Posted June 12, 2015

Report post



Hey,

I want to return the old mobile processing lab functionality for my mod and noticed that your "Mobile Processing Lab MPL-ON-2" HGR lab seems to do that.

Did you encounter any problems with that?

Anything I should take into account?

I wanted to set the SurfaceBonus and ContextBonus to 0 and the homeworldMultiplier to 1, for realism.

Thank you very much for your input.



[Quote](#)



SETI,

Unmanned

before

linuxgurugamer

Posted June 12, 2015

Report post



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



Members

15,067

18,095 posts

Location: At SpaceTux
Industries HQ

Yemo said:

Hey,

I want to return the old mobile processing lab functionality for my mod and noticed that your "Mobile Processing Lab MPL-ON-2" HGR lab seems to do that.

Did you encounter any problems with that?

Anything I should take into account?

I wanted to set the SurfaceBonus and ContextBonus to 0 and the homeworldMultiplier to 1, for realism.

Thank you very much for your input.

I don't really know what the SurfaceBonus, ContextBonux & homeworldMultiplier do, you will need to test to be sure it does what you want.

Other than that, I haven't seen any problems



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->

linuxgurugamer

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



Members

+ 15,067

18,095 posts

Location: At SpaceTux
Industries HQ

Posted June 12, 2015

Report post



Ok. New release is up, and I've added it to CKAN, so it should be there soon



Quote



I stream on Twitch on Sunday evenings:

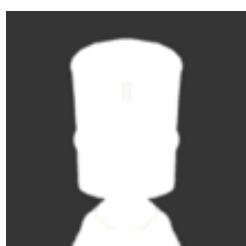
<https://www.twitch.tv/linuxgurugamer>

Read this BEFORE asking for

support: <http://forum.kerbalspaceprogram.com/index.php?topic/83212->

axe123

Bottle Rocketeer



Members

0

3 posts

Posted June 12, 2015

Report post



(edited)



imaspacestation said:

Hate to be the one to say this, but pics please?

More science labs sounds awesome, but what do the parts look like?

Theres is some in the original thread:<http://forum.kerbalspaceprogram.com/threads/94018-Better-Science-Labs>



Quote

**linuxgurugamer**

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



Members

15,067

18,095 posts

Location: At SpaceTux
Industries HQ

Posted June 13, 2015

Report post



axe123 said:

Theres is some in the original thread:<http://forum.kerbalspaceprogram.com/threads/94018-Better-Science-Labs>

Thank you for posting that.

I uploaded an update today; the previous code wasn't working.

I'm hoping to create some slightly modified models by welding some parts together; I'd like them to look more sciencey.

suggestions are welcome



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->

Shaggygoblin

Rocketry Enthusiast



Members

+ 21

65 posts

Posted July 28, 2015

Report post



Going back to 0.1.2.0. The S.N.A.C.K Experiment worked a peach for me. I lost 2 hours trying to sort out what happened to make it disappear. Didn't occur to me that it was because I habitually 'Mark all updated' in CKAN before I start KSP.

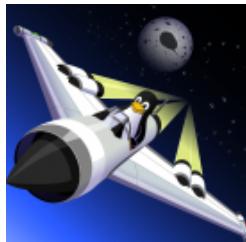


Quote



linuxgurugamer

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



Members

+ 15,067

18,095 posts

Location: At SpaceTux Industries HQ

Posted July 28, 2015

Report post



Shaggygoblin said:

Going back to 0.1.2.0. The S.N.A.C.K Experiment worked a peach for me. I lost 2 hours trying to sort out what happened to make it disappear. Didn't occur to me that it was because I habitually 'Mark all updated' in CKAN before I start KSP.

Can you tell me what happened? If it's a problem with my config, I'd like to get it sorted out.

Thx



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/82212->

Shaggygoblin

Rocketry Enthusiast



Members

21

65 posts

Posted August 1, 2015

(edited)

Report post



sorry for late reply, been fussing over
the Win10 debacle...lol

to be honest, I just placed the 1.3
Mk3Lab folder and... one sec looking...
yeah, just the Mk3Lab Part folder from
1.3 into the 1.2 install and it works
too... (1.2 didn't have all the comments
on the SNACK Experiment MODULE in
the .cfg's)

I think I added the 1.3 version file as
well to keep it from getting overwritten
by Ckan (shame on me, i know). But
the 1.2 was working fine for me.

here's my list and all is well:

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]

}

[My CKAN List.ckan](#) and [My alter of BSLC.](#)

I did go through some of the .cfg's and look after you mentioned 1.2 not working and uncommented the experiments to test because they 'were' working for me... I took out a LOT of 'newline/linebreak' in the middle of

MODULE

{something = x

something = y

this = z

linebreak/newline

one = 3

linebreak/newline

linebreak/newline

two = tango

three = company}

but I don't think i messed with anything to 'get it workin' it just worked, on my install at least....

I read somewhere 'official/unofficial' that linebreak/newline were ignored so, meh... just me and my uniformity from military...lol

I did do a personal ModMan Patch to add the experiment to all probes and crewed spaces... cheaty? maybe... but i have fun so, it's ok! Fun is the game, no? But that was after it was workin' so I don't think it will help you. Actually, i think i can zip the BSLC that is in my KSP and just drop it in the GD too with the .CKAN. That may help you even more... It might have been the cure, but, alas, it was working fine for me before i did the .cfg cleaning or added the Mk3Lab... 1.2 worked a peach as stated previously...

it just hit me the username, if you prefer another compression, i may be able to oblige, i can do .7z, .zip, .rar.. others i think too, iirc linux users prefer somethin' other than .zip, no?

(Oh, noes!! 50 posts! someone reset my account!! I wish to remain a shadow in the background!!! that lurkin' hooligan who only appears when inappropriate and then quickly vanishes into the crowd...)

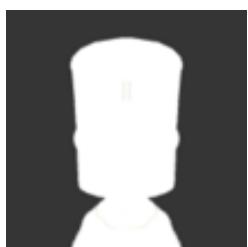


Quote



Luna Cat

Bottle Rocketeer



Members



4

21 posts

Posted October 15, 2015

Report post



With the 0.1.4 release the big lab based on the Mk3 Passenger Module appears to be missing. Was that an intended change? Can we have it back, please?

Thanks for creating this Mod. I've found it useful. I think it fills an otherwise empty niche in KSP.

-Luna

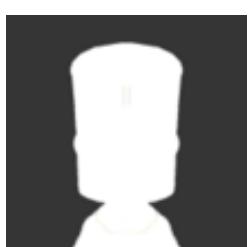


Quote



eggymatrix

Bottle Rocketeer



Members



1

9 posts

Posted November 6,

Report post



2015

have got an issue with the mk2 based lab: it breaks right-clicking parts both in VAB/SPH and in flight mode.

example 1:

In VAB and building ship, right click any part and usual menu (the one with liquid fuel amounts, flag toggle, etc) pops up. Right click on the mk2 crewed lab--> no menu pops up and neither the right click menus for the other parts pop up anymore. Have to go out of

VAB/SPH and in again to make them work again.

example 2: Flying a ship, right click any part and usual menu pops up. Right click on the mk2 crewed lab--> no menu pops up and neither the right click menus for the other parts pop up anymore. Have to f5 and f9 to make them work again.

This happens only for the mk2 crewed lab, all other parts included those from your mod work fine, this happens also on a fresh sandbox save. I play linux 64 bit with other mods, have not tried to replicate bug with an unmodded install...

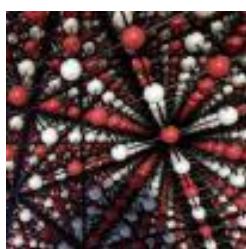


Quote



Flow

High-Pressure Crystallographer



Members

+ 78

64 posts

Posted November 7, 2015

Report post



eggymatrix said:

have got an issue with the mk2 based lab: it breaks right-clicking parts both in VAB/SPH and in flight mode.

example 1:

In VAB and building ship, right click any part and usual menu (the one with liquid fuel amounts, flag toggle, etc) pops up. Right

click on the mk2 crewed lab--> no menu pops up and neither the right click menus for the other parts pop up anymore. Have to go out of VAB/SPH and in again to make them work again.

example 2: Flying a ship, right click any part and usual menu pops up. Right click on the mk2 crewed lab--> no menu pops up and neither the right click menus for the other parts pop up anymore. Have to f5 and f9 to make them work again.

This happens only for the mk2 crewed lab, all other parts included those from your mod work fine, this happens also on a fresh sandbox save. I play linux 64 bit with other mods, have not tried to replicate bug with an unmodded install...

Hi everyone. I got the same issue on a Mk2 Crewed Lab, and I did some digging and found an old entry in the FASA thread

(<http://forum.kerbalspaceprogram.com/threads/24867-1-0-4-FASA-End-of-line?>

[p=1273067&highlight=pjf#post1273067](#)). Apparently, you have to change the order of the modules in the Crewed Lab's cfg file, since there is a ModuleScienceExperiment on top, but

the ModuleScienceLab thinks there is a ModuleScienceContainer (since the containerModuleIndex=0). So you have to move the ModuleScienceContainer to the top so that it is the first module. Already tried the fix, seems to work. Hope it works for everyone else, too.



Quote



If a cluttered desk is the sign of a cluttered mind, then what are we to think of an empty desk?



budda

Curious George



Members

+ 16

60 posts

Location: Australia

Posted December 16, 2015 (edited)

Report post



if its possible what about mk1 science lab even a mk4 lab it would be a bigger choice for people

Edited December 16, 2015 by budda
bad spelling



Quote



linuxgurugamer

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



Posted December 18, 2015

Report post



Hi, all,

I'm going to be taking a look at this again. Other than @budda's request,



Members

+ 15,067

18,095 posts

Location: At SpaceTux

Industries HQ

are there any problems that might need taking care of? 0.1.5 and 0.1.6 are the latest, the only difference between them is the version file change for 1.0.5



Quote

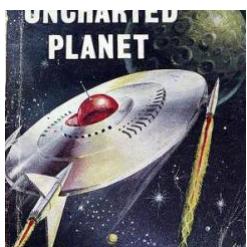


I stream on Twitch on Sunday evenings:

<https://www.twitch.tv/linuxgurugamer>
Read this BEFORE asking for support: <http://forum.kerbalspaceprogram.com/index.php?/topic/83212->

Nightside

Rocketeur



Posted December 18, 2015

Report post



Thanks for keeping this going!

How does the dependency with Snacks mentioned on Kerbalstuff affect gameplay?



Quote



Members

+ 1,165

1,695 posts

// [Terrainium - Actual Launch Sites](#) -

Actual

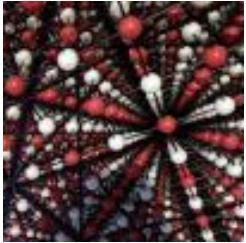
Latitudes// [Transmogrifier](#) Real-sized* rockets - stock-alike gameplay. // [Tanks, But No Tanks](#)
Hide extra tanks in the [VAB](#)

Flow

Posted December 25,

Report post





Members
+ 78
64 posts

On 12/18/2015 at 9:58 AM,



linuxgurugamer said:

Hi, all,

I'm going to be taking a look at this again. Other than @budda's request, are there any problems that might need taking care of?

0.1.5 and 0.1.6 are the latest, the only difference between them is the version file change for 1.0.5

Hi linuxgurugamer, thanks for taking care of this mod. As I said before, it would be great to fix the issue with the right-click menu vanishing by changing the order of the modules in the part.cfg files of the Mk2 Crewed Lab and the Firespitter ScienceCrewFuselage.



Quote



If a cluttered desk is the sign of a cluttered mind, then what are we to think of an empty desk?



linuxgurugamer

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



Posted December 26, 2015

Report post



OK.



Members
+ 15,067
18,095 posts
Location: At SpaceTux
Industries HQ

I've fixed the right-click-menu problem,
am working on a MK 4 lab now.



Quote

Stone Blue 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->

linuxgurugamer

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



Members
+ 15,067
18,095 posts
Location: At SpaceTux
Industries HQ

Posted December 26,
2015

Report post



On 12/26/2015 at 5:10 AM,



linuxgurugamer said:

OK.

I've fixed the right-click-menu
problem, am working on a MK 4
lab now.

I'll also take a look at a Mk 1 lab



Quote



I stream on Twitch on Sunday
evenings:

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

linuxgurugamer

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



Members

+ 15,067

18,095 posts

Location: At SpaceTux

Industries HQ

Posted December 27,

[Report post](#)



2015 (edited)

I just uploaded a new version, 0.1.7:

Fixed ordering of MODULES in two files, fix the issue with the right-click menu vanishing by changing the order of the modules in the part.cfg files of the Mk2 Crewed Lab and the Firespitter ScienceCrewFuselage. Thanks [@Flow](#)
Added MK1 part

[@budda](#) I was looking at the Mk 4 part, and would like to know which mods you are using which have it.

Thanks

I'd appreciate some feedback as to how it works, and if everything is working for you. Thanks

Edited December 27, 2015 by

linuxgurugamer



[Quote](#)

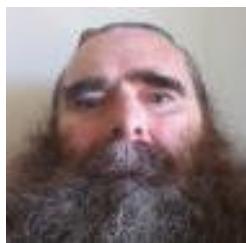


I stream on Twitch on Sunday evenings:



budda

Curious George



Members

+ 16

60 posts

Location: Australia

Posted December 28,

[Report post](#)



2015 (edited)

I try to use all the mods which have them

all work well (I'm using win64 and having np so far)

Edited December 29, 2015 by budda

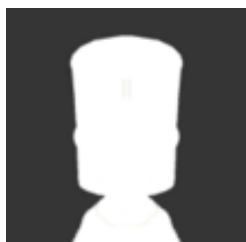


[Quote](#)



carick

Newbie



Posted December 30,

[Report post](#)



2015

In the current build a bunch of the labs don't attach properly on one side (It's like the attachment point is facing inwards into the model) which makes them pretty much unusable. :/

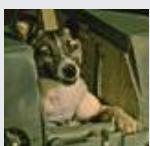
Members

● 0

1 post



[Quote](#)



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