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Better Science Labs [.25]

Mods

15,280 Downloads Last Updated: Oct 9, 2014 Game Version: 0.25

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About Project

 Report

Project ID	224255
Created	<u>Sep 13, 2014</u>
Updated	<u>Oct 9, 2014</u>
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Tired of designing that beautiful and functional spaceplane only to find that adding a science lab turns it into a beached Whale?



Better Science Labs is here to help! **BSL** features up to six new fully integrated labs balanced against the stock Science Lab with tech tree placement and build costs. All Labs include functioning IVA's and together offer far greater design flexibility than the stock lab could ever hope for.

Whether your mission is a simple Munar Landing or a Grand Tour of the Kerbol system **Better Science Labs** will help you make it a success - **For Science!**

Features:

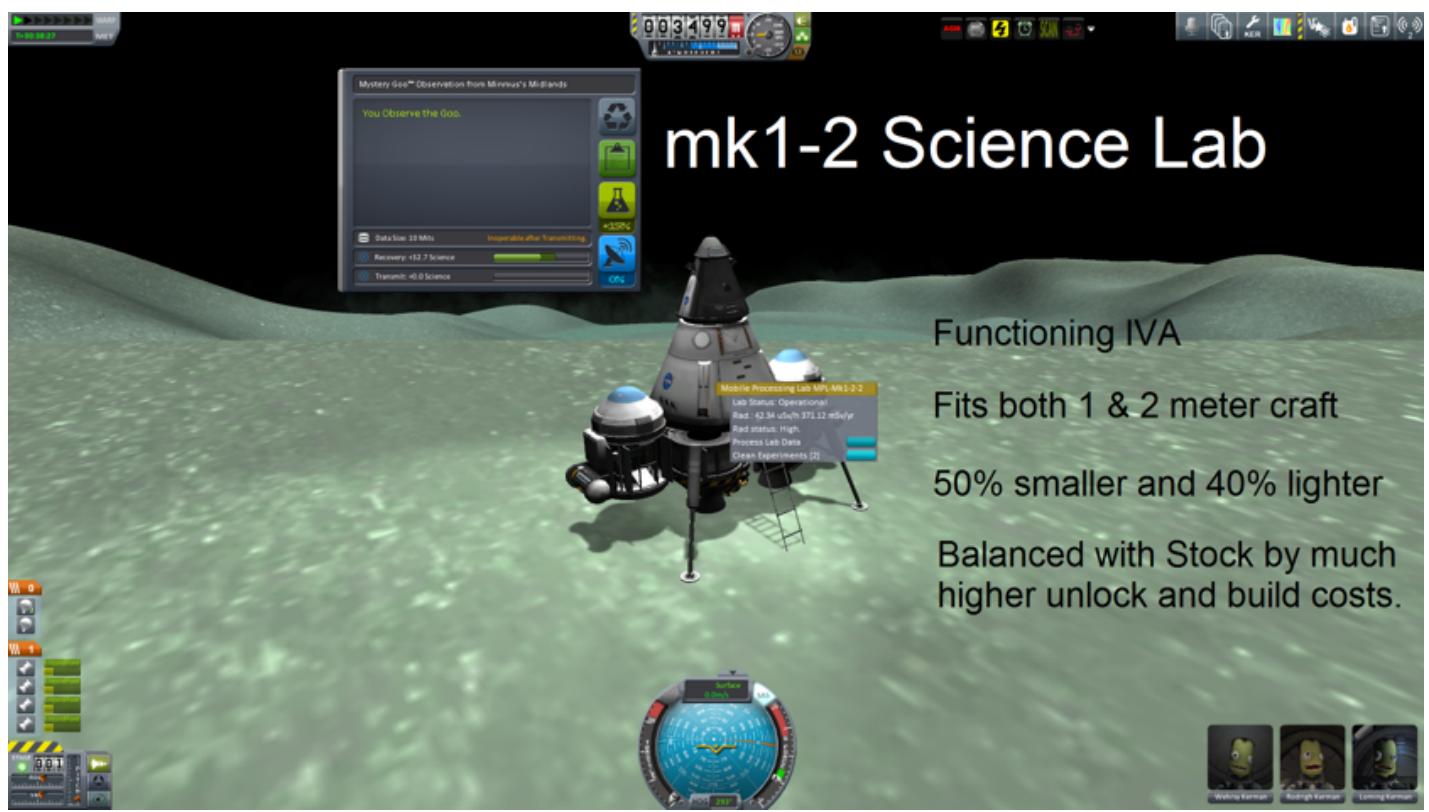
- **mk2 Spaceplane Fuselage, mk1-2, 2m, and 2m short Lab configurations included in base download, with 2 additional lab configurations that require [HGR](#) and [Firespitter](#) mods installed to function.**
- **S.N.A.C.K. science experiment available in all labs. This is a very "Kerbalised" version of the NASA "Microgravity effects on human physiology" experiments. S.N.A.C.K. offers over 2 dozen new and unique science results, but you have to return to Kerbin to collect the science.**
- **S.N.A.C.K. retrieval probe core. This allows the return of S.N.A.C.K.ing "results" to Kerbin if you are leaving your science research vessel in space. It is also capable of snack resupply missions if you have [KAS](#) installed.**

Screenshots and Lab Features:

mk2 Fuselage Science Lab



mk1-2 Science Lab





2m Science Lab

Working IVA

50% shorter and 30% Lighter

Balanced with stock Lab by higher unlock and build costs



2m Short Science Lab

Working IVA

60% Shorter and 40% lighter than stock Lab

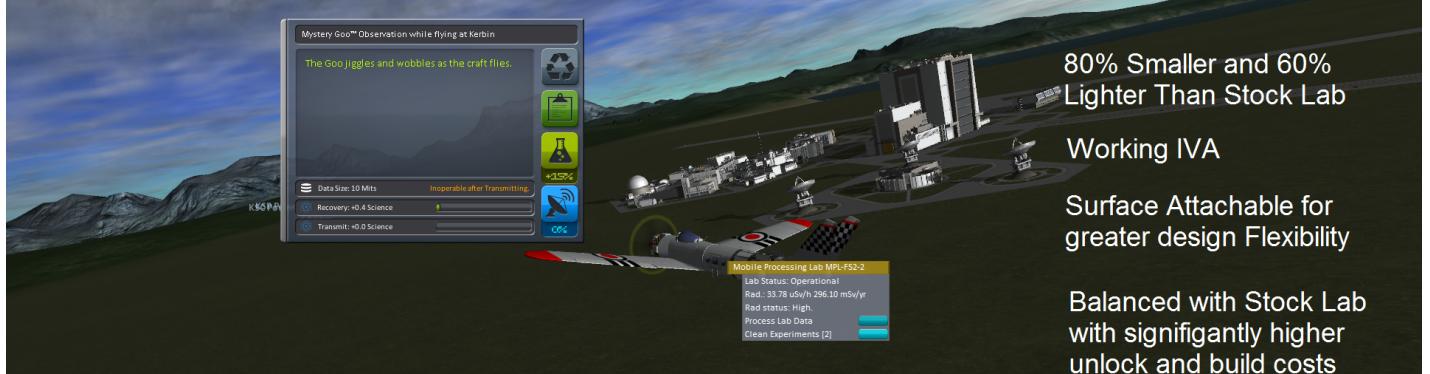
Balanced with stock Lab by much higher unlock and build costs

Requirements:

2m, 2m short, mk1-2, and mk2 Labs only require the base game and BSL to function.

1m Fuselage Lab requires the Firespitter mod (not just the plugin) to function. Found here: <http://forum.kerbalspaceprogram.com/threads/24551-Firespitter-propeller-plane-and-helicopter-parts-v6-3-4>

1m Fuselage Science Lab*



*Requires correctly installed firespitter mod (not just the plugin) to work



1m "Onion" Lab requires the Home Grown Rocket parts (HGR) mod to function. Found here:
[http://forum.kerbalspaceprogram.com/threads/60974-24-HGR-Command-Pods-and-1-875m-parts\(v1-0-July-20\)](http://forum.kerbalspaceprogram.com/threads/60974-24-HGR-Command-Pods-and-1-875m-parts(v1-0-July-20))



Installation:

Installs just like any other mod, copy the BSL mod folder to your gamedata directory; however, if you don't have one of the mods required for the specialized labs, I recommend deleting the associated subfolder in the BSL mod directory for cleanliness. SP+ reliant parts have been deprecated, if you have vessels in flight that use that model, please copy the SPP folder from the parts.old folder to the main BSL folder.

Join the discussion:

Bug Reports/questions/comments/concerns all addressed in the [Forum](#).

Changelog: available on project site.

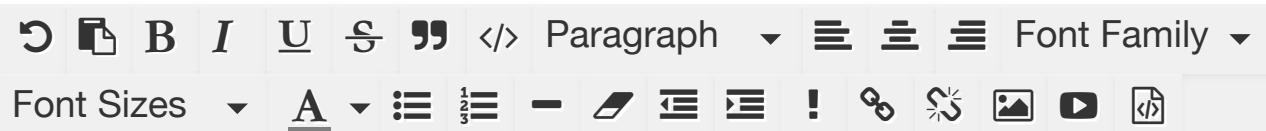
Spoiler (click to show)

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Comments



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_ForgeUser15633872 ▾

Posted [Jan 18, 2015](#) #7

Is this going to be updated for .9? Love this MOD!!!!!!

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_ForgeUser17435820 ▾

Posted [Oct 30, 2014](#) #6

Trying this out now.

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_ForgeUser16969333 ▾

Posted Oct 9, 2014 #4

Firespitter is not updated so how are we going to get the +2 configurations

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_ForgeUser1096898 ▾

Posted Oct 10, 2014 #5

I will push a new version as soon as I can after Firespitter is updated. Different mods get updated at different rates after new KSP versions are released, so mod interdependencies can be a little wonky at first. In the mean time, I recommend checking out the new spaceplane part. It offers many of the same advantages as the firespitter part, plus it fits all the new spaceplane parts introduced in KSP.25

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_ForgeUser17036965 ▾

Posted Sep 29, 2014 #3

Do you think you could make a lab for the B9 HL system? Just asking and I love this mod a lot.

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_ForgeUser16514057 ▾

Posted Sep 16, 2014 #1

Do these labs work with Fineprint and other contract mods? I.e. can we fulfill a contract to put a science lab in orbit around Duna by using one of these alternative labs?

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_ForgeUser1096898 ▾

Posted Sep 16, 2014 #2

I am pretty sure they will work with fine print, they use the stock KSP science lab module. As long as fine print looks for the MODULE{} and not the PART{} they should work fine. I have been trying to test this in my live save, but haven't gotten any fineprint science lab contracts yet.

[update] BSL works just fine with Fine Print

Last edited by _ForgeUser1096898: Sep 19, 2014

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_ForgeUser15067790 ▾

Posted Jun 9, 2015 #8

I'm working on reviving this mod, will be publishing it on KerbalStuff.com.

I hope to have a first release up there by the weekend of 6/12

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