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# [1.3.1] Carrier Vessel Expansion (CVX) [ver 0.13.1]

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By Eskandare, September 19, 2016 in Add-on Releases

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**Eskandare**

Eskandare Heavy Industries



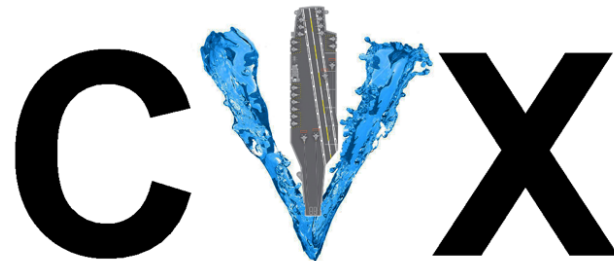
Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

Posted September 19, 2016 (edited)

[Report post](#)

# Carrier Vessel eXpansion

You can [Download](#) it

[here!](#)

Album: <https://imgur.com/a/L3mph>

Images:

➤ Reveal hidden contents

Videos:

➤ Reveal hidden contents

## What is CVX?

CVX is a low parts mod that allows you to build a Nimitz class Aircraft Carrier. The mod currently contains 5 parts: 1 screw, 1 rudder, 1 hull, 1 radar tower, 1 bridge tower. The idea behind CVX is so players can explore Kerbin while carrying aircraft and not have to worry about having enough fuel, or... You just want an aircraft carrier without worry about tanking your cpu with parts count.

## What is Included?

5 parts:

- 1 rudder
- 1 screw
- 1 hull
- 1 radar tower
- 1 bridge tower

## **Why only one carrier?**

More ships are on the way. Soon I'll be releasing a Wasp-class LHD, Essex-class CV (for recovering the Kapollo) and an Admiral Kuznetsov CV (for all you Krussians) in the first phase. The second phase is experimental carriers such as a submersible carrier and a helicarrier.

## **Why are there no weapons or radar?**

There are already mods covering that, and a list of recommended mods are further down the page.

## **Where can I get that F-14 craft?**

The F-14, made by GrandAdmiralJon, can be found [here](#) on [KerbalX](#).

## **Recommended Mods:**

- [BDArmory \(Continued\)](#) [1.3] (maintained by pappa\_joe)
- [SM Marine](#) [1.3] [SpannerMonkey(smce)]
- [BoomsticksRev3](#) [1.3] [SpannerMonkey(smce)]
- [Master Tech Weapons](#) [1.1.3] (TMasterson5)

- [Blue Hawk Industries](#) [1.1.3] (TMasterson5)
- [MalFunc Weaponry](#) [1.1.3] (Themorris)
- [North Kerbin Dynamics](#) [1.1.3] (harpwner)
- [Never Enuff Dakka Redux](#) [1.3] [SpannerMonkey(smce)]
- [Kerbal Attachment System](#) [1.3] (maintained by IgorZ)
- [Kerbal Inventory System](#) [1.3] (maintained by IgorZ)

Hanger Extender is helpful for building very large crafts.

- [Hanger Extender](#) (recompiled for 1.2/1.3 by Alewx)

The following is for placing the carrier in water.

- [VesselMover Continued](#) [1.1.3] (maintained by pappa\_joe)
- [Boat Launch Central](#) [A channel marker buoy made by SpannerMonkey(smce)] For use with [Kerbal Konstructs](#). [1.2.1]
- [Hyper Edit](#) [1.3]

The following is for keeping the massive vessel together.

- [Kerbal Joint Reinforcement](#) [1.3]

Arrester Cable and Hook, By Flywlyx

- [Aircraft Carrier Accessories](#) [1.3]

## Bugs and Issues:

- The big glaring bug this mod has is the Boat Kraken in 1.1.3, this is where the vessel is flung into the atmosphere, caused by a floating point error. The release of KSP ver 1.2 fixes this so there is nor more the need for either use [FAR](#) or [AirPark](#) but both are excellent mods, try them anyway.
- The new current problem is the stock joint system, where even rigid attachment will allow parts to separate, KSP's attachment nodes weren't designed for such heavy masses. I recommend using the cheats for both inserting into the water and operation until [Kerbal Joint Reinforcement](#) is updated.

# Change Log:

Version 0.13.1: 1.3.1 Compatibility Update:

-Dependency Update

Version 0.13: 1.3 Compatibility and Fixes

Fixes:

-Fixed Fuel Capacity in Nimitz Hull

-Fixed Engine Thrust

Added:

-Added Reaction Wheel to aid in turning

-Added Support for USI Life Support

-Added Support for Aircraft Carrier Accessories (Nimitz Catapult and Toy Box Catapult [for Future Top Secret Vessels])

## Additional Credit:

- Snjo and RoverDude: for [FireSpitter](#) (\*.dll Packaged with C.V.X.)
- RoverDude: for Community Resource Pack (Also packaged with C.V.X.)



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Edited October 7, 2017 by Eskandare



Quote

Moarmau5, Drew Kerman, \*MajorTom\* and 20 others like this



# Eskandare Heavy Industries



## - Check out my mods

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

### Matuchkin

Soyuz... uhh...rear gunner?



Members

+ 1,539

1,494 posts

Location: I have absolutely no idea what to write right now.

Posted September 19, 2016

Report post

Any plans for a Ticonderoga class cruiser?



Quote

ImmaStegosaurus! and Eskandare like this

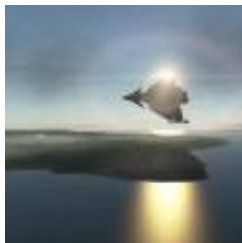


Can someone give me an idea for a witty signature?



### colmo

Modder's muse



Members

+ 140

1,161 posts

Posted September 19, 2016

Report post

A long time a go, I innocently suggested you make your KK carrier into craft parts.

I never expected something as magnificent as this...



Quote

Matuchkin and Rayden like this



[First helicopter to KSC2](#) | [KSP gallery \(Google\)](#) | [KSP gallery \(Steam\)](#) | [KSP legacy craft](#)

[Discussion thread - BD Armory dogfighters AI tournaments](#)

### King Something

Spacecraft Engineer



Posted September 19, 2016

Report post

Nice boat.



Quote





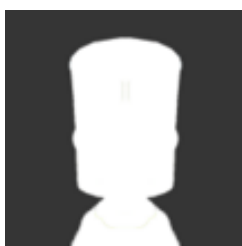
Members

+ 66

146 posts

## XOC2008

SMI Collab and BDAC Tester



Members

+ 323

690 posts

Posted September 19, 2016

Report post

Looking forward to that LHD for sure. 🤖



Quote

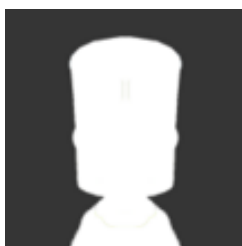
ImmaStegosaurus! likes this



[SM Armory/SM AFVs](#) - [SM Marine](#) - [Large Boat Parts Pack](#) - [SM Stryker Aerospace and Armory](#) - [Old School](#)

## ThePigGangster

Curious George



Members

0

1 post

Posted September 19, 2016

Report post

I have been desperately trying to build my own stock carrier with endless amounts of parts. Now I can get a mod to do it for me. Yes.



Quote



## V8jester

Crash Dummy



Posted September 19, 2016

Report post

Oh man! How did I miss this. I've been dying to get my hands on this mod!

Now to just get home so I can download it....



Members

+ 1,139

2,109 posts

Location: Working on the Flux Capacitor

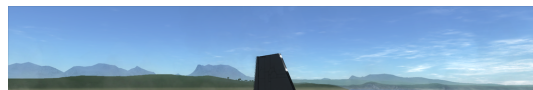


Quote

Turtles4Life likes this



Whoever acknowledges me before others, I will also acknowledge before my Father in heaven. But whoever disowns me before others, I will disown before my Father in heaven. Matthew 10:32-33



## Raptor22

Temporal Design Specialist



Members

+ 90

360 posts

Location: Kape Kerbaverl, Kerbal Space Center, Astronaut Complex, Room 1337

Posted September 19, 2016 (edited)

Report post

The download is broken. I tried both winzip and regular windows, and both of them said something along the lines of it being an invalid directory.

\*sigh\*

Oh computers, why do you always have to be a pain in the 4\$\$?

\*later\* Alright, so after the 15th download it actually worked.

Edited September 19, 2016 by Raptor22



Quote



## Raptor Aerospace Industries:



*"Tomorrow's Technology. Today."*

## Turtles4Life

Rocketry Enthusiast



Posted September 19, 2016

Report post

Awesome! But, does it require SM Marine?



Quote







Members

+7

86 posts

## Eskandare

Eskandare Heavy Industries



Members

+1,102

1,314 posts

Location: Sitting in my chair.

Posted September 19, 2016

Report post



On 9/19/2016 at 5:11 PM, Turtles4Life said:



Awesome! But, does it require SM Marine?

Nope, it is independent of SM Marine. The only dependencies are included with the release.



Quote



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



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

## Turtles4Life

Rocketry Enthusiast



Members

+7

86 posts

Posted September 19, 2016

Report post



On 9/19/2016 at 5:14 PM, Eskandare said:



Nope, it is independent of SM Marine. The only dependencies are included with the release.

Okay, thanks, but what did you use for the carrier launchsite?



Quote



# Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

Posted September 19, 2016

Report post

In the pics it is my soon to be released update to the *Top Secret!* mod. There is also a buoy spawn that [@SpannerMonkey\(smce\)](#) released on the Large Boat Parts page, but I can't find the post with the link. I think it is there. 🤖



Quote



## Eskandare Heavy Industries

### - [Check out my mods](#)

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

# SpannerMonkey(s mce)

Son of the Kraken.



Members

+ 2,969

3,677 posts

Posted September 19, 2016

Report post



On 9/19/2016 at 7:23 PM, Eskandare said:



There is also a buoy spawn that

[@SpannerMonkey\(smce\)](#) released on the Large Boat Parts page, but I can't find the post with the link. I think it is there. 🤖

Hi, still not got to try out the carrier between 1,2 episodes of destruction, Looking forward to it though 🤖

Here's a fresh and shiny link to the spawn buoy, at least this ones on the first page.

<https://www.dropbox.com/s/jx5duzrsq4f32sq/ChannelMarkerGreen.zip?dl=0>. Has fully functional KK spawn point ( if placing yourself, do not place any deeper than the lighter green line on the body of the buoy)



Reveal hidden contents



Quote

colmo likes this



[SM Armory 1.4.x.](#) [SM AFV's 1.4.x](#) [SM Marine 1.4.x](#) [Large Boat Parts, Modern and WW2 1..4.x](#) [SM-Stryker Armory and Aerospace 1.4.x;](#) [SM OST and T 1.4.x](#) [SM\\_Static Harbors etc](#)  
[SMI Small Arms coming soon](#)

## Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

Posted September 19, 2016

Report post

On 9/19/2016 at 10:10 PM,



SpannerMonkey(smce) said:

Hi, still not got to try out the carrier between 1,2 episodes of destruction, Looking forward to it though



Here's a fresh and shiny link to the spawn buoy, at least this ones on the first page.

<https://www.dropbox.com/s/jx5duzrsq4f32sq/ChannelMarkerGreen.zip?dl=0> . Has fully functional KK spawn point ( if placing yourself, do not place any deeper than the lighter green line on the body of the buoy)

Reveal hidden contents

Thank you SpannerMonkey, I'll put it on the OP.



Quote



## - [Check out my mods](#)

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

### V8jester

Crash Dummy



Members

+ 1,139

2,109 posts

Location: Working on the Flux Capacitor

Posted September 20, 2016 (edited)

Report post

[@Eskandare](#) you did an outstanding job on everything! Working ordinance lifts and all. I was grinning from ear to ear last night messing with the carrier. This is really making me want to do a carrier ops video of sorts. Built a folding E-2 specifically because I need more carrier based ships now 🤖

I do have a question though. I am currently using this in 1.0.5 (with the proper FS installed) as everything I have is currently built for it. Once ALG is updated I'll probably succum to the dark side and begine rebuilding.... Well everything.... Again.

But do the screws pull away from the bottom of the carrier on 1.1.3 when fully engaged? And do the rudders suddenly make the ship jump several meters to one side and them promptly tear everything appart just goin in a straight line? I built a 4 screw 4 rudder (rudders slightly behind and to the sides of screws) setup mirroring the CVN type configuration in real life.

I wound up strutting the screws to the hull and using B9 Proc wing for rudders. But it won't steer for nothing. Not even reversing opposing sides of thrust.

Edited September 20, 2016 by V8jester



Quote



Whoever acknowledges me before others, I will also acknowledge before my Father in heaven. But whoever disowns me before others, I will disown before my Father in heaven. Matthew 10:32-33

## XOC2008

SMI Collab and BDAC Tester



Members

+ 323

690 posts

Posted September 20, 2016 (edited)

Report post

On 9/20/2016 at 1:49 PM, V8jester said:

@Eskandare you did an outstanding job on everything! Working ordinance lifts and all. I was grinning from ear to ear last night messing with the carrier. This is really making me want to do a carrier ops video of sorts. Built a folding E-2 specifically because I need more carrier based ships now 🤖

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I wound up strutting the screws to the hull and using B9 Proc wing for rudders. But it won't steer for nothing. Not even reversing opposing sides of thrust.

I have a 4 screw carrier using this and haven't seen this behavior.

Edit: Just realized I wasn't using the rudders. Checked to see if I could replicate this and with 4 screws and 4 rudders at full power, as soon as I tried to steer the ship jumped violently, blew up everything attached to the hull, and launched itself 16000 meters into the air, and landed 80 some KM away. (1.13 btw)



Quote



[SM Armory/SM AFVs](#) - [SM Marine](#) - [Large Boat Parts Pack](#) - [SM Stryker Aerospace and Armory](#) - [Old School](#)

## V8jester

Crash Dummy



Members

+ 1,139

2,109 posts

Location: Working on the Flux Capacitor

Posted September 20, 2016

Report post



On 9/20/2016 at 2:37 PM, XOC2008 said:



I have a 4 screw carrier using this and haven't seen this behavior.

Edit: Just realized I wasn't using the rudders. Checked to see if I could replicate this and with 4 screws and 4 rudders at full power, as soon as I tried to steer the ship jumped violently, blew up everything attached to the hull, and launched itself 16000 meters into the air, and landed 80 some KM away. (1.13 btw)

Cool I'm not crazy at least.

As a suggestion. What about adding ludicrously powerful bow thruster parts? Similar to the thrusters [@SpannerMonkey\(smce\)](#) Added to the medium bow in LBP?



Quote



Whoever acknowledges me before others, I will also acknowledge before my Father in heaven. But whoever disowns me before others, I will disown before my Father in heaven. Matthew 10:32-33

## Asteroid.K

Newbie



Members

+ 1

4 posts

Posted September 20, 2016

Report post

The ship cannot move in the water when I activated the engines. However, if I use hy to adjust the amount of the fuel to make it "move" vertically, the engine suddenly works again...



Quote



## Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

Posted September 20, 2016

Report post



On 9/20/2016 at 1:49 PM, V8jester said:



@Eskandare you did an outstanding job on everything! Working ordinance lifts and all. I was grinning from ear to ear last night messing with the carrier. This is really making me want to do a carrier ops video of sorts. Built a folding E-2 specifically because I need more carrier based ships now 🤖

I do have a question though. I am currently using this in 1.0.5 (with the proper FS installed) as everything I have is currently built for it. Once ALG is updated I'll probably succum to the dark side and begin rebuilding.... Well everything.... Again.

But do the screws pull away from the bottom of the carrier on 1.1.3 when fully engaged? And do the rudders suddenly make the ship jump several meters to one side and then promptly tear everything appart just goin in a straight line? I built a 4 screw 4 rudder (rudders slightly behind and to the sides of screws) setup mirroring the CVN type configuration in real life.

I wound up strutting the screws to the hull and using B9 Proc wing for rudders. But it won't steer for

nothing. Not even reversing opposing sides of thrust.

That may be a behavior in 1.05, I was working with the physics of 1.1.3. You can adjust the thrust force and rudder area to fix it for 1.05

▼ On 9/20/2016 at 6:10 PM, Asteroid.K said: ↗

The ship cannot move in the water when I activated the engines. However, if I use hy to adjust the amount of the fuel to make it "move" vertically, the engine suddenly works again...

That is odd, are you using 1.1.3, so far I've been working on trying to find a middle ground for the 'engines', but that is unusual behavior.

▼ On 9/20/2016 at 3:25 PM, V8jester said: ↗

Cool I'm not crazy at least.

As a suggestion. What about adding ludicrously powerful bow thruster parts? Similar to the thrusters @SpannerMonkey(smce) Added to the medium bow in LBP?

I'm certainly considering that.

I'll try to repeat the conditions you guys describe, mostly my problem was turning arc. I'll see what I can make it do.



Quote



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

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



# Eskandare

# Eskandare Heavy Industries



## Members

**+ 1,102**

1,314 posts

Location: Sitting in my chair.



WEE! 107,000 ton lifting body, YEAH! Sorry, I screwed up on a setting in the rudder. I'll have it fixed soon!



## Quote

colmo, theonegalen, DavidHunter and 1 other like this



# Eskandare Heavy Industries

- Check out my mods

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

## V8jester

## Crash Dummy



## Members

**+ 1,139**

2,109 posts

Location: Working on the Flux Capacitor

Posted September 20, 2016



**On 9/20/2016 at 7:22 PM, Eskandare said:**



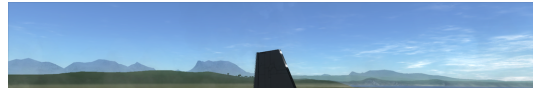
WEE!  
107,000 ton lifting body, YEAH! Sorry, I screwed up  
on a setting in the rudder. I'll have it fixed soon!

LOL! Hey what is the anchor icon in your quick launch bar?  
Is that a new feature of Airpark?

+ Quote



Whoever acknowledges me before others, I will also  
acknowledge before my Father in heaven. But whoever  
disowns me before others, I will disown before my Father in  
heaven. Matthew 10:32-33



## Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

Posted September 20, 2016

Report post



On 9/20/2016 at 7:40 PM, V8jester said:



LOL! Hey what is the anchor icon in your quick launch  
bar? Is that a new feature of Airpark?

Yes, that is AirPark.

+ Quote



## Eskandare Heavy Industries

### - [Check out my mods](#)



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

## V8jester

Crash Dummy



Members

+ 1,139

Posted September 20, 2016

Report post



On 9/20/2016 at 7:42 PM, Eskandare said:



Yes, that is AirPark.

Yeah I really want to make the jump to 1.1.3 - 1.2. I have a  
fully modded install. Just between KF and ALG a lot of my  
builds would be broken. Also IR seems to have a lot of new

2,109 posts

Location: Working on the Flux Capacitor

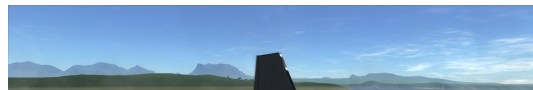
issues like misalignment creeping in. Still 1.2 looks very promising. Hopefully it fixes more than it breaks..... Or at least fixes enough to make up for what it will most definitely break 🤖



Quote



Whoever acknowledges me before others, I will also acknowledge before my Father in heaven. But whoever disowns me before others, I will disown before my Father in heaven. Matthew 10:32-33



## Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

Posted September 20, 2016

Report post



On 9/20/2016 at 7:44 PM, V8jester said:



Yeah I really want to make the jump to 1.1.3 - 1.2. I have a fully modded install. Just between KF and ALG a lot of my builds would be broken. Also IR seems to have a lot of new issues like misalignment creeping in. Still 1.2 looks very promising. Hopefully it fixes more than it breaks..... Or at least fixes enough to make up for what it will most definitely break 🤖

I haven't seen any trouble with IR, then again I don't put stops in my rotations.



Quote



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



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

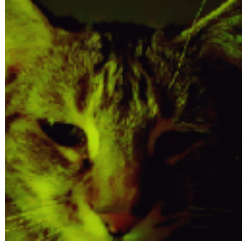
## Rainbowd4sh

Posted September 20, 2016 (edited)

Report post



RainbowK8t



Members

+ 20

90 posts

Location: Planet Earth

Sooo... Anyone else having a problem where the engines fling around their joints when activated?

<http://imgur.com/a/6KDy1>

After leaving them on too long, this started happening.

<http://imgur.com/a/7jILW>

And this

<http://imgur.com/a/1mfQ2>

Unless this ship is kraken-branded, I assume this isn't supposed to happen.

Edited September 20, 2016 by Rainbowd4sh



Quote



1

2

3

4

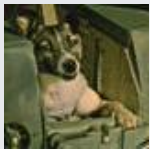
5

6

NEXT



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[1.1.2] Orbital Utility Vehicle v1.2.4



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[1.3.1] Carrier Vessel Expansion (CVX) [ver 0.13.1]

Language ▼

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