[1.4.x] Chaka Monkey 161

Page 1 of 2 1 2 Next

Sort: Oldest First
By KAPITT, Posted June 21, 2020 (edited)
in Suggestions & Ideas

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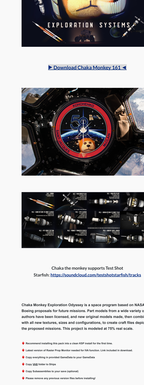
KAPITT
Posted June 21, 2020 (edited)
Author
Posts: 1,0
Joined: 2020
Offline
Member for 3 months
Member of the Community



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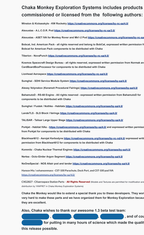

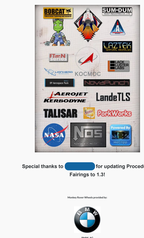

Chaka the monkey supports Text Shot
StorFish: https://soundcloud.com/kentshotserfish/tracks

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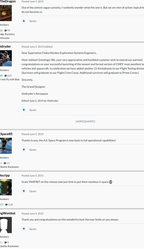
Chaka the Monkey would like to extend a special thank you to these developers. They worked hard to make Kerbal Space Program parts and we have appreciated them for Monkey Exploration Systems. Keep up the excellent work!

Also, Chaka wishes to thank our awesome 1.3 beta test team.



Hockey Rover Wheel provided by:

Chaka the monkey supports using Kerbin Prop Mechanics

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For the latest version and updates, F.A.Q. and more visit http://www.kerbalspaceprogram.com/forum/1337-J-X-Parts-and-Technologies-v1.1-v1.0-Dev

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Edited February 22, 2020 by SPARKIT
Chaka Monkey Exploration

Quote
Member Since: Wednesday at 10:00 pm Posts: 1,0

Echo
Posted June 21, 2020
Posts: 1,0
Joined: 2020
Offline
Member for 3 months
Member of the Community

Congrats on the release! Clearly you've put a lot of time into this pack.

Quote

A
Posted June 21, 2020
Posts: 1,0
Joined: 2020
Offline
Member for 3 months
Member of the Community

Great Job!

Elite Visuals for General Contracts - HD ASTEM - A Visual Overhaul for 2MQ

Quote

JonnyMcJonny
Posted June 21, 2020
Posts: 1,0
Joined: 2020
Offline
Member for 3 months
Member of the Community

Congrats on the release!

Quote

Voidrider
Posted June 21, 2020
Posts: 1,0
Joined: 2020
Offline
Member for 3 months
Member of the Community

Hello Superstitious Chaka Monkey Exploration Systems!

Hiiee Galactic Cowboys! Oh, your very appreciative and bewildered customer wish to extend our warmest congratulations on your successful release of the long awaited and much anticipated update of CHEO! Jack-sauce-ful of excellence and passion!!! A celebration-worthy achievement! 25 Kerbaloons to our Flight Testing division, 25 Kerbaloons to our Flight Control division, and 25 Kerbaloons to our Flight Crew division!!!

Sincerely,

The Overall Designer,

Voidrider's Kerbonauts

Edited June 21, 2020 by Voidrider

Quote

A3Jacob
Posted June 21, 2020
Posts: 1,0
Joined: 2020
Offline
Member for 3 months
Member of the Community

Thanks to you, the A.J. Space Program is now back in full operation! at qualified!

Quote

Warlop
Posted June 21, 2020
Posts: 1,0
Joined: 2020
Offline
Member for 3 months
Member of the Community

Crazy SPARKIT at the release now just time to put them medicaps to use!

Quote

LetsgoMaxiar
Posted June 21, 2020
Posts: 1,0
Joined: 2020
Offline
Member for 3 months
Member of the Community

Thank you and congratulations on this wonderful mod, Kerman Sombe on you, always.

Quote

Mikeman
Posted June 21, 2020
Posts: 1,0
Joined: 2020
Offline
Member for 3 months
Member of the Community

wow, I mean you was should to see this one in the release thread, congrats on the hard work - I'm sure that CHEO is the kind of DLC Kerbal Space Program, but have the memory footprint of this one? They do look like they have a lot of features which is good if they actually did.

Quote

jimbbone
Posted June 21, 2020
Posts: 1,0
Joined: 2020
Offline
Member for 3 months
Member of the Community

Congrats on the release!

Looking forward to seeing what's in the latest version of the mod. I usually have a separate installation directory for testing new mods.

Quote

Brandad
Posted June 21, 2020
Posts: 1,0
Joined: 2020
Offline
Member for 3 months
Member of the Community

ALL GLORY TO CHAKA KAPITT! Congratulations to all on the release. This is easily one of the most beautiful mod I've ever seen.

Quote

ValerIAM
Posted June 21, 2020
Posts: 1,0
Joined: 2020
Offline
Member for 3 months
Member of the Community

Congratulations! Been watching this for some time now.

Quote

Sounds ridiculous, I know! - Pics and vids here - - Pics and vids here - - Sound Cheese - Interior sound

Tectagon
Posted June 21, 2020
Posts: 1,0
Joined: 2020
Offline
Member for 3 months
Member of the Community

> Quote
> Sounds ridiculous, I know!

Not ridiculous at all, quite fitting.

So yesterday, I had decided to do an excess part spam mod of the day/reading through configs getting the parts I want though.

Well, I'm ready to do the release, I just did a quick, final check to make sure I didn't miss anything in the parts I want though.

Well, I'm ready to do the release, I just did a quick, final check to make sure I didn't miss anything in the parts I want though.

Edited June 21, 2020 by Tectagon

Quote

KAPITT
Posted June 21, 2020
Author
Posts: 1,0
Joined: 2020
Offline
Member for 3 months
Member of the Community

> Tectagon said:
> Well, I'm ready to do the release, I just did a quick, final check to make sure I didn't miss anything in the parts I want though.

Thank you, I appreciate! You guys are the best!

KarlosRockstar
Posted June 21, 2020
Posts: 1,0
Joined: 2020
Offline
Member for 3 months
Member of the Community

> Brandad said:
> Congratulations! Been watching this for some time now.

Wow, I mean you have should to see this one in the release thread, congrats on the hard work - I'm sure that CHEO is the kind of DLC Kerbal Space Program, but have the memory footprint of this one? They do look like they have a lot of features which is good if they actually did.

It's crazy insane that I even 5 years though there's yet more mod to parts and features, the Kerbalist is the kind of mod that I'm looking for!

Edited June 21, 2020 by KarlosRockstar

Quote

KAPITT
Posted June 21, 2020
Author
Posts: 1,0
Joined: 2020
Offline
Member for 3 months
Member of the Community

> Brandad said:
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Edited June 21, 2020 by KAPITT

Quote

Brandad
Posted June 21, 2020
Posts: 1,0
Joined: 2020
Offline
Member for 3 months
Member of the Community

> KAPITT said:
> Wow, I mean you have should to see this one in the release thread, congrats on the hard work - I'm sure that CHEO is the kind of DLC Kerbal Space Program, but have the memory footprint of this one? They do look like they have a lot of features which is good if they actually did.
>
> It's crazy insane that I even 5 years though there's yet more mod to parts and features, the Kerbalist is the kind of mod that I'm looking for!

Yes!

Quote

Nemesher
Posted June 21, 2020
Posts: 1,0
Joined: 2020
Offline
Member for 3 months
Member of the Community

Amazing! Congratulations! Looks amazing, but I think there's a typo in the CHEO Kerbal. Kerbal Space Program 2 is the kind of mod that I'm looking for!

Edited June 21, 2020 by Nemesher

Quote

Ranochad
Posted June 21, 2020
Posts: 1,0
Joined: 2020
Offline
Member for 3 months
Member of the Community

Congratulations! Looks amazing, but I think there's a typo in the CHEO Kerbal.

Kerbal Space Program 2 is the kind of mod that I'm looking for!

Edited June 21, 2020 by Ranochad

Quote

KAPITT
Posted June 21, 2020
Author
Posts: 1,0
Joined: 2020
Offline
Member for 3 months
Member of the Community

> Nemesher said:
> Amazing! Congratulations! Looks amazing, but I think there's a typo in the CHEO Kerbal.
>
> Kerbal Space Program 2 is the kind of mod that I'm looking for!

It's possible you have a duplicate of a plugin or two installed in the CHEO folder.

Chaka is an old system like the Kerbal Space Program 2 plugin and the CHEO folder and add additional compatibility patches for Chaka to remain compatible with the latest version of KSP when it ends up ever.

Its always advisable a new Chaka install with a clean install.

Sorry for the inconvenience!

Edited June 21, 2020 by KAPITT

Quote

Ranochad
Posted June 21, 2020
Posts: 1,0
Joined: 2020
Offline
Member for 3 months
Member of the Community

The typo is fixed. Congratulations on the new version!

Quote

Creative extensions for procedural fairings - Realistic Overhaul and Life Support

KAPITT
Posted June 21, 2020
Author
Posts: 1,0
Joined: 2020
Offline
Member for 3 months
Member of the Community

> Brandad said:
> Congratulations! Been watching this for some time now.

Thank you! Chaka Kapitt is the best mod ever. Chaka Kapitt is the best mod ever. Chaka Kapitt is the best mod ever.

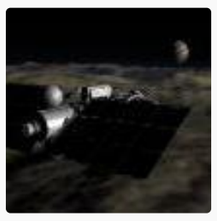
> raidernick said:
>
> Plugins should always be in their original folders, even if it adds more clutter to the download. If you don't do this people end up with duplicates of the plugins, or the plugins don't work because they need to be in a specific folder structure. This is besides the point of the license issues with changing the structure.

Your feedback is much appreciated. We want the user to have the best possible game experience with as few cross - mod conflicts as possible, and we especially appreciate the plugin authors for making those DLL's available to the community.

Edited June 5, 2015 by YANFRET

Quote

Nansuchao



Members

503 2.1k

About me: Stalking Science

Posted June 5, 2015

No problem Yanfret. Every mod has some issues on the first release or upgrade.

Quote

Road to Kolonists: http://forum.kerbalspaceprogram.com/threads/136052-Road-to-Kolonist

Interstellar Extended Guide: http://forum.kerbalspaceprogram.com/index.php?/topic/141791-interstellar-extended-for-dummies/

Interstellar Challenge, RSS+ Constellation: https://www.youtube.com/watch?v=2FII2EitsSQ

Oltre il Limite, ITA YouTube series: https://www.youtube.com/channel/UCIf1h-3NZpZkWlBsExPlBtQ

YANFRET

Members

744 1.4k

About me: Astromonkey

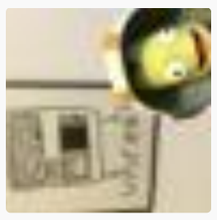
Posted June 5, 2015 Author

> Nansuchao said:
>
> No problem Yanfret. Every mod has some issues on the first release or upgrade.

Oh by the way did that issue happen in sandbox mode?

Quote

BinaryBad



Members

38 119

About me: Spacecraft Engineer

Posted June 5, 2015

There are parts missing in sandbox mode too. Most of the craft files cannot be loaded in the VAB. All these are just teething issues though. There's no doubt that the mod itself is an amazing piece of work. And the Instructional cards are brilliant. It would be great if you could integrate them with KIS. (The KIS mod allows you to store the mod manual as a little book on your craft, so you can read it in game. Would be a flourish in keeping with the overall sheen of this amazing mod.)

Quote

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

Reply to this topic...

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