

[1.8.X] CustomPrelaunchChecks

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api



By Ger_space,

August 22, 2019 in Add-on Releases

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Ger_space



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Posted August 22, 2019 (edited)

This Mod provides an c# API so you can write your own prelaunch Checks, that run when you press the launch button in the VAB or SPH.

currently it is used by Kerbal Konstructs.

Get the latest version here: <https://github.com/GER-Space/AdvancedTextures/releases/tag/1.8.1>

Some documentation how it is used is written here:

<https://github.com/GER-Space/CustomPreLaunchChecks/wiki>

Edited November 2, 2019 by Ger_space

release for KSP 1.8

Quote

Friznit and zerOKerbal like this



My Mods:

Kerbal Konstructs:	Buildings and Bases around the universe.	KSCTweaker	Small Improvements to the
KSC			
Kerbin-Side:	A lot more bases and GroundStations for KerbalKonstricts	AdvancedTextures	Add hidden KSP Textures
to your Parts			
KOS-SCANsat:	Addon to kOS for querying scanned KerbNet and ScanSat data		

1 month later...

HebaruSan



Members

4,987

4.1k

Posted October 9, 2019

The repository name is missing an 'n' in "Lauch".

Quote

Ger_space likes this



1 month later...

Trolllception



Members

74

205

About me: Spacecraft Engineer

Posted November 15, 2019

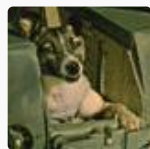
The link to the latest version is for AdvancedTextures. I think the correct link should be <https://github.com/GER-Space/CustomPreLaunchChecks/releases/tag/1.8.1>

Quote

Stone Blue likes this



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