KERBAL
SPACE PROGRAM

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[KSP v1.4.x and BDAc v1.2.x] Enemy Mine v0.1.2.1 - Naval and Land Mines, Depth Ch...

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[KSP v1.4.x and BDAc v1.2.x] Enemy Mine v0.1.2.1 - Naval and Land Mines, Depth Charges and Hegehogs [7.19.18]

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By DoctorDavinci, May 7, 2018 in Add-on Releases

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DoctorDavinci
Retired Beaver
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2,525 posts
Location: in an igloo at the center of a pond in the Great White North

Posted May 7, 2018 (edited)   Report post   ⤴

Enemy Mine

Please Note that Enemy Mine requires BD Armory Continued v1.2.1 or better ... please install the appropriate version for your BDAc version - See Download link list posted below

Adds Land Mines, Naval Mines, Depth Charges and Hedgehogs to KSP

PLEASE NOTE: Land Mines are virtually invisible when deployed (95%opacity) as well as **ALL MINES WILL GO OFF REGARDLESS OF TEAM - THEY ARE EQUAL OPPORTUNITY KILLERS**

Naval and Land Mines can be disarmed ...

- Land Mine Disarming requires the use of the Mine Detector KIS attachable item ... Do not move faster than 1.5 m/s or the mine will go off
- Land Mines are virtually invisble ... only way to find and disarm them after deployment is by using a Mine Detector
- Naval Mines have depth control ... Set the depth you wish them to sit at and they will automatically deploy themselves to that depth after being dropped
- Naval Mines can be disarmed in the same fashion as the Land Mines as well as being able to be set off via the use of DWI mine Removal Equipment
- DWI Mine Removal Equipment is used by attaching the "Ring of Death" to an aircraft and flying low across the water

Enemy Mine v0.1.0.0 - For KSP v1.4.x and BDAc v1.2.1:

Enemy Mine v0.1.0.1 - For KSP v1.4.x and BDAc v1.2.1.2

Enemy Mine v0.1.0.2 - For KSP v1.4.x and BDAc v1.2.1.3:

Enemy Mine v0.1.0.3 - For KSP v1.4.x and BDAc v1.2.1.4

Enemy Mine v0.1.2.1 - For KSP v1.4.x and BDAc v1.2.2.1:

Issues Link:

All credit for the mod idea goes to @TheKurgan .... All models courtesy of @SpannerMonkey(smce) and are licensed All Rights Reserved

Code Build Status License: GPL v3 License

+ Quote

XOC2008, SVS, SpannerMonkey(smce) and 2 others like this

SPAR was educational, Nortel was cool, EAG was a blast, VA rocked and Harris was a fantastic sandbox

But Kerbal .... well, let me tell you about Kerbal .... now were havin' some fun 😎

By The Eye Contracting, we can always get it up .... Getting

TheKurgan
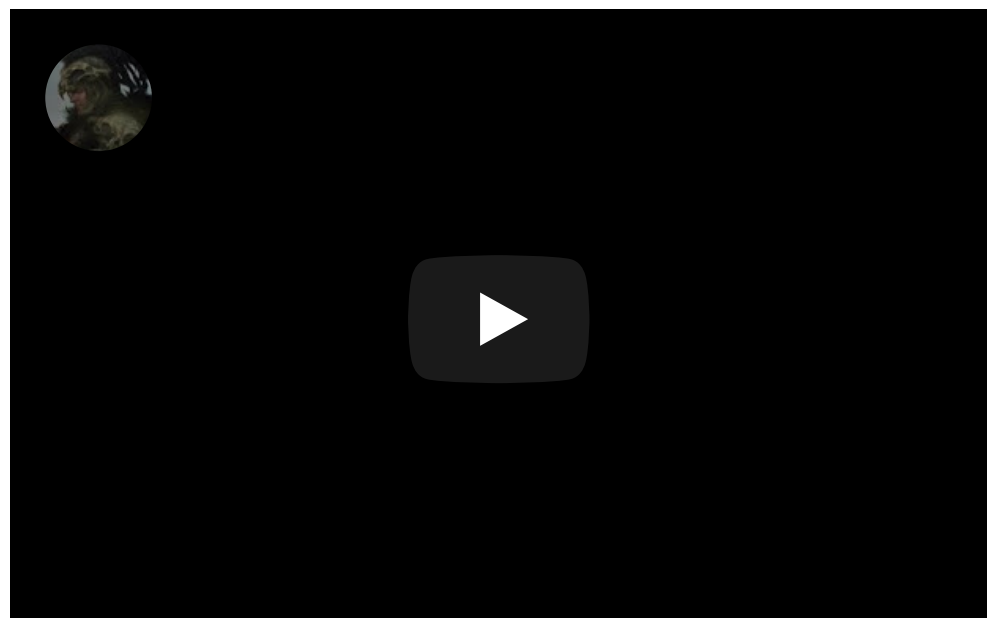Master Missile Tuner
●●●●

Members
➕ 516
899 posts

Posted May 7, 2018 (edited)

Report post

Awesome!! Looks great!

People are going to have a lot of fun with this, I know I have 😳

Some early testing before the bugs were worked out 😳

WarpCoreUnit1 - KTech (My YouTube uploads)

Cdodders

Sr. Spacecraft Engineer
●●●●

Members
➕ 62
637 posts

Posted May 9, 2018   Report post ⤴

How far do the Hedgehogs get thrown?

+ Quote

HMS *Thunder Child* survivor   ✖ ▾

Si in dubio, quod certe facere

De veritate mortis constat. Minimum occasionem bene
gerendae rei. Quid igitur expectamus?

DoctorDavinci

Retired Beaver
●●●●●

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White North

Posted May 9, 2018   Report post ⤴

> On 5/9/2018 at 4:33 PM, Cdodders said:
>
> How far do the Hedgehogs get thrown?

Depends on its position on the launcher

+ Quote

SPAR was educational, Nortel was cool, EAG was a blast,   ✖ ▾
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havin' some fun 😎

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SpannerMonkey(smce)

Son of the Kraken.

●●●●●

Report post ⌣

> On 5/9/2018 at 4:33 PM, Cdodders said: ↪
>
> How far do the Hedgehogs get thrown?

As Doc says depends, though i'd guess around 30 mtrs or so . However what they are not really suitable for is standoff use , bow mounted fired from a static vessel, my experience (lots of exploding ships) leads me to recommend that they are stern mounted and deployed from a moving vessel. While not historically correct in all aspects of use, they are very effective at clearing deep floating sea mines and submarines

> ❯ **Reveal hidden contents**

➕ Quote

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**

DoctorDavinci

Retired Beaver

●●●●●

Report post ⌣

Hi all

Another Enemy Mine update incoming ... Updating to BDAc v1.2.1.2

https://github.com/DoctorDavinci/Enemy-Mine/releases/tag/v0.1.0.1

➕ Quote   SpannerMonkey(smce) likes this

center of a pond in the Great White North

Xd the great

Capsule Communicator

●●●●●

Members

➕ 428
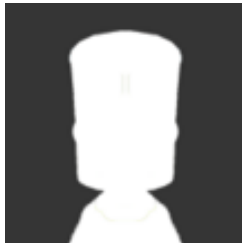
2,251 posts

Posted June 2, 2018

Report post

Hmm, how to use the hand placed mine? It seems to explode when i put it on the ground.

➕ Quote 👍

SpannerMonkey(smce)

Son of the Kraken.

●●●●●

Members

➕ 2,983

3,677 posts

Posted June 2, 2018

Report post

> On 6/2/2018 at 7:44 AM, Xd the great said:
>
> Hmm, how to use the hand placed mine? It seems to explode when i put it on the ground.
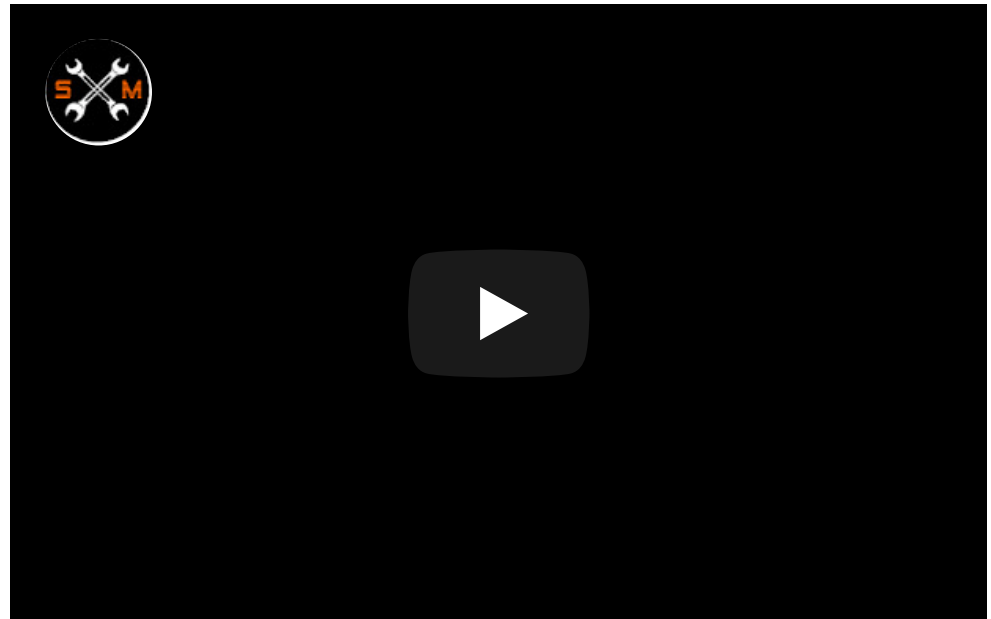
Hi, now that's something i've never even tried, however in theory , as i know it works the other way around, is to load 1 mine into a kerbs KIS inventory , as they can only carry one, launch craft, EVA, make sure that the mine is set using the gui, for time delay, and proximity , take the mine from the inventory , and drop it on the ground, and make a hasty escape . I will say that it's not something I'd want to do for a couple of reasons, it would take a very long time to place the mines, Kerbs do not move quickly, so there's every chance that you could still be within proximity range of an active mine leading to kerb destruction

The real , as designed and developed way to deploy them, fit any suitable vehicle with the small mine racks then attach the mines to the rack, launch. go to where ever you want them deployed, and using the gui deploy the mines

directly from a moving vehicle .

There are other ways to do it, @TheKurgan created a missile using smart parts that deploys them via parachute, I've also used the hedgehog rack to deploy land mines from a truck.

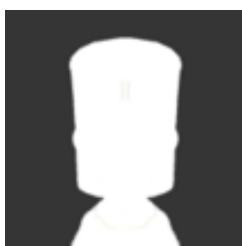Removing mines via kerb , from early in development

+   Quote

Xd the great

Capsule Communicator

●●●●●

Members

➕ 428

2,251 posts

Posted June 2, 2018

Report post

Alright thanks!

> On 6/2/2018 at 8:53 AM, SpannerMonkey(smce) said:
>
> Hi, now that's something i've never even tried, however in theory , as i know it works the other way around, is to load 1 mine into a kerbs KIS inventory , as they can only carry one, launch craft, EVA, make sure that the mine is set using the gui, for time delay,

and proximity , take the mine from the inventory , and drop it on the ground, and make a hasty escape . I will say that it's not something I'd want to do for a couple of reasons, it would take a very long time to place the mines, Kerbs do not move quickly, so there's every chance that you could still be within proximity range of an active mine leading to kerb destruction

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There are other ways to do it, @TheKurgan created a missile using smart parts that deploys them via parachute, I've also used the hedgehog rack to deploy land mines from a truck.

What is the max speed for dropping landmines from a rack?

+ Quote

DoctorDavinci
Retired Beaver
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Posted June 2, 2018   Report post ⤴

> On 6/2/2018 at 9:58 AM, Xd the great said:
>
> Alright thanks!
>
> What is the max speed for dropping landmines from a rack?

not sure if there is an actual max speed ... the mines will explode on you if they impact the surface hard enough but the speed at which you deploy them isn't necessarily the main factor

Speed, angle of impact on the ground and angular velocity of the mine are all factors involved
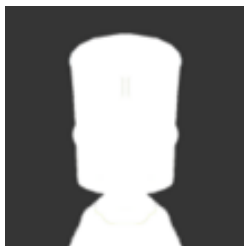
+ Quote

Xd the great
Capsule Communicator
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Members
➕ 428
2,251 posts

Posted June 3, 2018   Report post

Seems to me that mines do explode even if they are dropped stationarily.

Do mines detect each other?

+ Quote

DoctorDavinci
Retired Beaver
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2,525 posts
Location: in an igloo at the center of a pond in the Great White North

Posted June 3, 2018 (edited)   Report post

> On 6/3/2018 at 1:47 AM, Xd the great said:
>
> Do mines detect each other?

No ... did you set the arming delay? ... Did you set the proximity distance? .... were you within that distance and traveling faster than 1.5m/s?

Edited June 3, 2018 by DoctorDavinci

+ Quote

SpannerMonkey(smce)

Son of the Kraken.

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Members

⊕ **2,983**

3,677 posts

Posted June 3, 2018

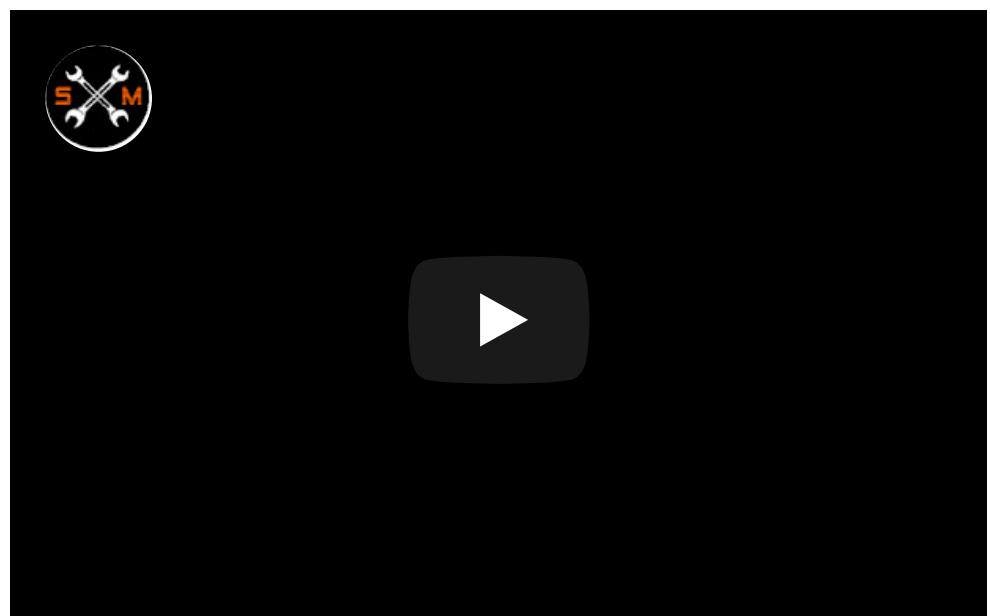> On 6/3/2018 at 1:47 AM, Xd the great said:
>
> Seems to me that mines do explode even if they are dropped stationarily.
>
> Do mines detect each other?

Hi see video below for how i do it most of the time .

Tips

1. The faster you go the further apart your mines will be, the less effective the minefield will be.
2. Mines that are close together will ripple detonate, 1 mine will set off another mine, and it will be the full explosion force
3. Set a reasonable arming delay and drive forward , while noting point 1 and point 2
4. Only deploy mines using the button on the GUI shown
5. Experiment with the best layout and position for mounting on your vehicle , while plug and play will yield mostly positive results, it's always best to understand the method before committing to a scenario
6. Mines will kill anything, they do not care which team placed them

DoctorDavinci

Retired Beaver

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Members

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2,525 posts

Location: in an igloo at the center of a pond in the Great White North

Posted June 18, 2018   Report post ⤴

Hi all

More Enemy Mine updates incoming ... just updates for BD Armory Continued versions

Enemy Mine for BDAc v1.2.1.3 - https://github.com/DoctorDavinci/Enemy-Mine/releases/tag/v0.1.0.2

Enemy Mine for BDAc v1.2.1.4 - https://github.com/DoctorDavinci/Enemy-Mine/releases/tag/v0.1.0.3

Enjoy 🤪

+   Quote

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By The Eye Contracting, we can always get it up .... Getting

DoctorDavinci

Retired Beaver

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Posted July 19, 2018   Report post ⤴

Hi all

Enemy Mine update incoming ... Updated to BDAc v1.2.2.1

https://github.com/DoctorDavinci/Enemy-

Enjoy 🐸

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2,525 posts

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---

+   Quote

👍

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[KSP v1.4.x and BDAc v1.2.x] Enemy Mine v0.1.2.1 - Naval and Land Mines, Depth Ch...