

Feline Utility Rovers

Mods

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Description

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 Relations

Feline Utility Rovers

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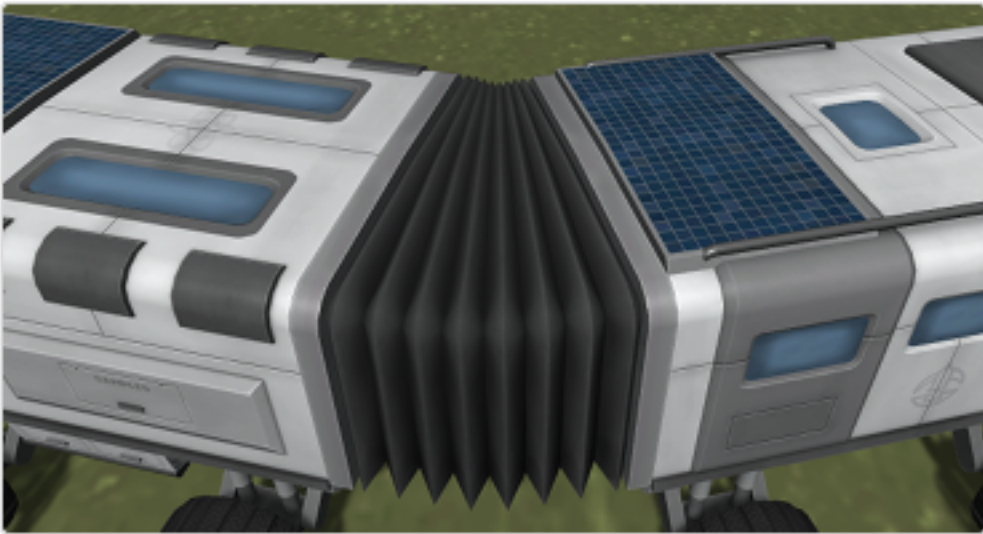


Kerbetrotter Ltd. is happy to announce its newest creation from the *Feline Utility Rover* series: The Lynx Rover.

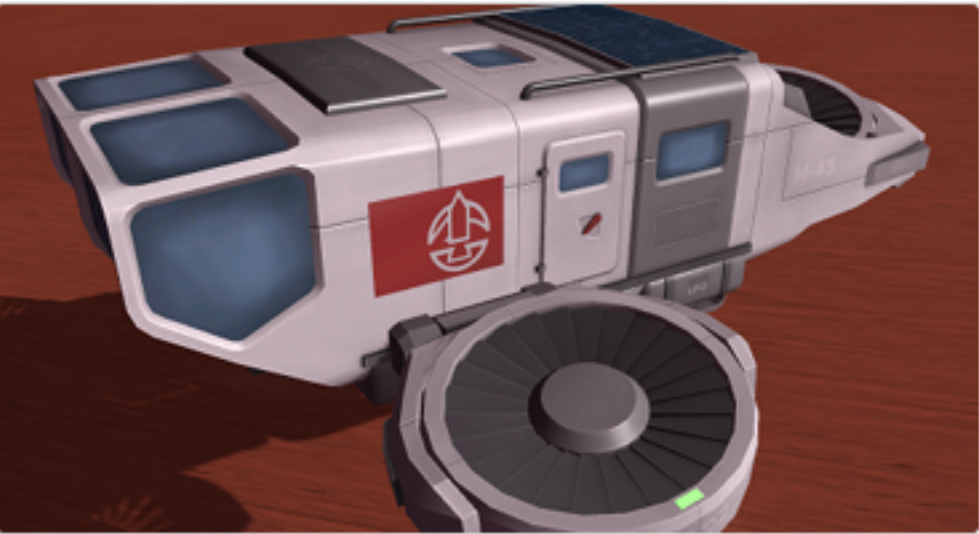
A medium sized versatile rover that is capable to operate independently in the harshest environments. It is mainly designed to operate on other planets, but also in the outback of Kerbin. Depending on your configuration it can contain crew cabins, a laboratory or even bellowed joints to be more flexible in difficult terrain.

Features

Joints and Hitches



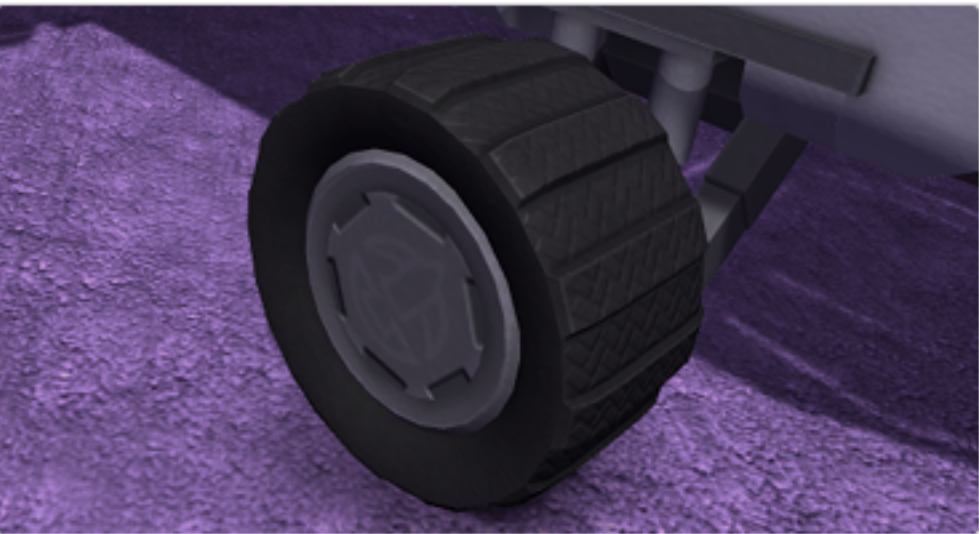
Hover Engines



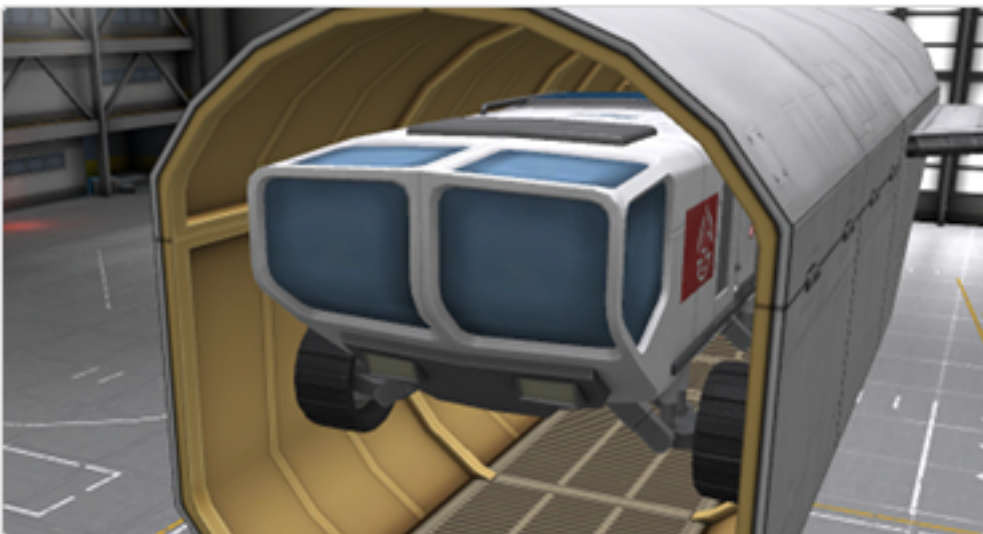
IVAs in all crewed parts



Custom Wheels



Fits in MK3 Cargo Bay



Configurable Containers



Instructions

For instructions on how to use the hitches and joints, please take a look at the **KSPedia** entry of *Feline Utility Rovers*

Languages

Español by [bice](#)
Русский by [Tirathangil](#)
中国语文 by [ssd21345](#), [vosskftw](#) and [Levin845](#)
Português (do Brasil) by [FellipeC](#)
Deutsch by [Nils277](#)
Italiano by [Simog](#)

Looking for help:

If anyone is interested to translate FUR into **Japanese** or **French**, please let me know! 

You can find all the texts that need translation here: [Texts](#). (1968 Words)

Important: Please contact me before you start with the translation. It already happend more than once that multiple persons worked on a translation for the same texts and therefore their efforts were in vain.

Supported Mods

Life Support:
[TAC-LS](#), [USI-LS](#), [Snacks!](#), [Kerbalism](#), [IFI Life Support](#)

Gameplay:
[KIS](#), [KeepFit](#), [RemoteTech](#), [Connected Living Space](#), [Pathfinder](#), [Realfuels](#)

Visual:
[JSI Advanced Transparentd Pods](#), [Raster Prop Monitor](#), [ASET Props](#)

Supports resources from:
[OSE Workshop](#), [Extraplanetary Launchpads](#), [MKS](#), [Deepfreeze](#), [Near Future Propulsion](#), [Near Future Electrical](#)

Changelog

Instructions

For instructions on how to use the hitches and joints, please take a look at the **KSPedia** entry of *Feline Utility Rovers*.

The hitches and joints are locked by default when you first launch your vessel. You have to click "Unlock" in them right-click menu to unlock them.

The Hover Engines can be controlled with the controls for the Wheels to *accelerate and steer*. *Lateral movement and height changes* can be made with the controls for *RCS*. Please also visit the **KSPedia** for more information.

Support and Bug reports

If you have any questions regarding this mod, please ask in the [Forum Thread](#).

If you encounter a bug with Kerbal Planetary Base Systems, please follow [these instructions](#) to report it in the [Forum Thread](#).

Most important: I need the **LOG FILE**. Otherwise i won't be able to help!

Thanks

[sirkut](#) and [Ziw](#) for *Inferral Robotics*, which was used as reference/learning source for the functionality of the hitch.
Also thanks to [Snjo](#) for the *Firespitter* mod. The Fuel switch is based on the one from Firespitter.

Last but not least thanks to [Rafael Acevedo](#) for testing and suggestions during the development.

About Project

 Report


Project ID	257640
Created	Jan 21, 2017
Updated	May 28, 2021
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