FELINE UTILITY ROVERS `CKAN`

This mod adds various parts to create cool rovers. Including a laboratory and ways to make your rover articulated

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License: CC-BY-NC		Author: Nils277	
Game Version: 1.12.2		Mod Website: Forum Thread	
Source code: Nils277/FelineUtilityRovers		Followers: 417	
Downloads: 164,499			
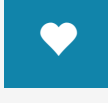
Information   Changelog   Stats

Feline Utility Rovers
## A product from Kerbetrotter Ltd.

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.

Forum Thread
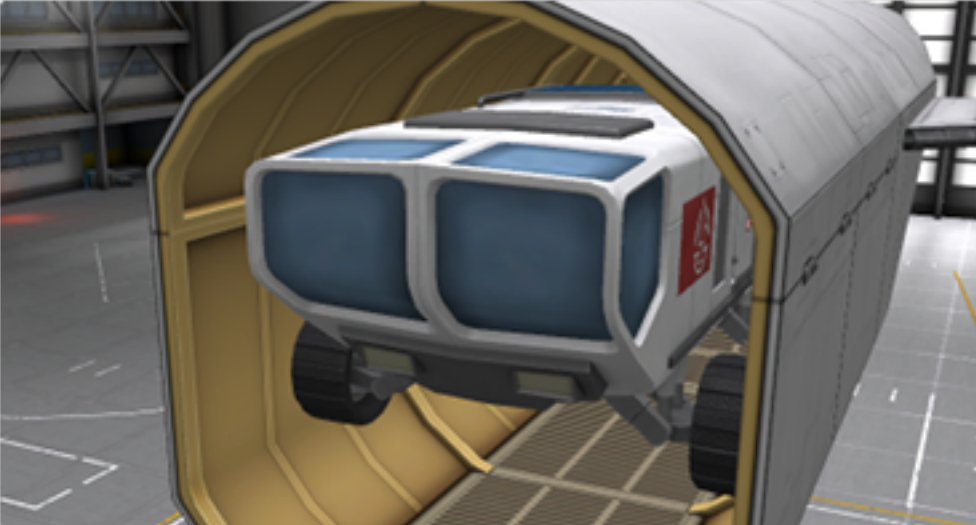
Features

Joints and Hitches
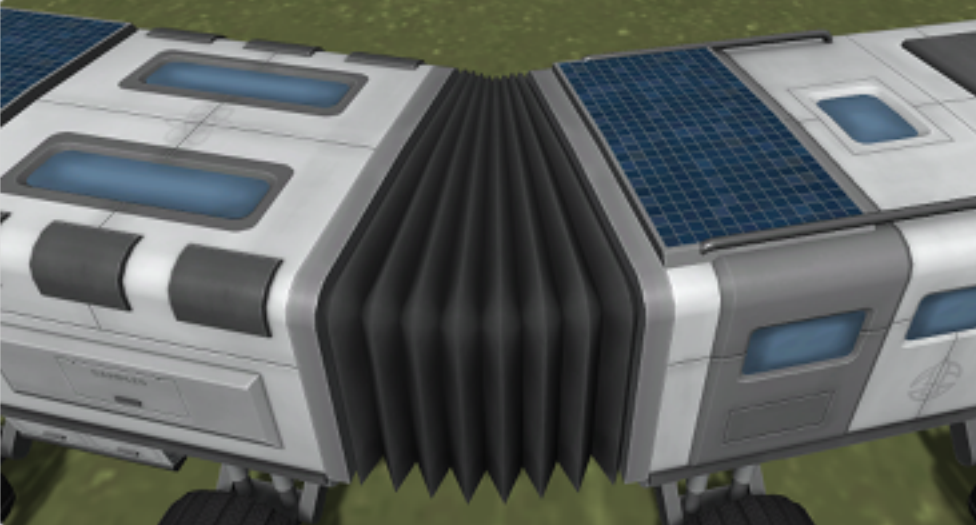
Hover Engines

IVAs in all crewed parts

Custom Wheels

Fits in MK3 Cargo Bay

Configurable Containers

Galleries

Translations

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

Looking for help:

If anyone is interested to translate FUR into Japanese 🇯🇵 or French 🇫🇷 , please let me know!

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.

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

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 the 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.

Thanks

sirkut and Ziw for Infernal 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.