[1.12.x] Grounded - Modular Vehicles 85.0 (Helios Modules, Boise Emergency Light (Jun 5 2019)

Mod Releases

Mr. Kerbfamous
February 25, 2018 in Mod Releases

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MacGuyver50 Posted February 25, 2018 (edited)

Member
Posts 1,194
Joined 02/08/2016
Member Type Kerbonaut

Grounded Modular Vehicles

Makes it possible to make cars, trucks, vans or how you want them with modular parts.

DEVELOPED EXCLUSIVELY WITH KERBAL SPACE PROGRAM

Feedback would be helpful

Download at:
Spacedock Curseforge

Interested in supporting the development? Just click any of the links if you want to!

PATREON

PAYPAL

CHAPTER TWO

Features:

Integrated with Lynx, vehicles at the start of the tree

Mix Wing Or Wheel Vehicles (MWO Vehicles for short)

Anti-Jacking Wheels for Lynx

Science!

Based on KAPS and the Stock Stuff

Changelog:

Hide contents

Added Plasma Aerodynamic Resisting Mechanism (uses a rotor location, speed of rotation can be set through the rotor tweakable)

Added 0.1 Centimeter of Ablative Heatshield (Convert It Plus, Radiator, Battery, Inventory and a magnet mount)

Added 0.5 Kilo Ablative Heat Shielding Excavator Kit (0.05 Ore/Min, Ore Storage, Radiator)

Fixed issue where Modular Platform Cap, Modular Platform Cap Half is not switching textures

Fixed issue where the strong connector parts are offset on mirror

Fixed all wheel suspension to now show visually in action, and better spring adjustment

Fixed Fixed Hydraulic Pistons and Hydraulic Cylinders where there are no animations

Lowered Center of Mass for all parts that can be put down platform to the lower center of Mass

Widened the placement of wheel collidors to help avoid roll overs

Replaced TR-2L ELECT Rectangular Fuel Tank Wheel suspension mount Distance to help avoid roll overs

Updated for 1.5 Breaking Ground

Installation:

Remove and delete if there is an old installation.
Copy the GameData folder into your root folder.

Enjoy!

Edited 25 minutes ago by Mr.Kerbfamous(1)
Edited 2 hours ago

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Top Interested Mr. Jolly and 75 others like this
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ABS Posted February 25, 2018

Member
Posts 1,194
Joined 02/08/2016
Member Type Kerbonaut

Very cute design! If the parts fly with kerbal stock aerofoils!

Question: does the container compatible with KIS?

Quote Report Post
Kerbal Stock Lift Mod Mod
Top Interested Lordx and 1 other like this

MacGuyver50 Posted February 25, 2018 Author

Member
Posts 1,194
Joined 02/08/2016
Member Type Kerbonaut

On 25/2/2018 at 2:07 PM, ABS said:

Very cute design! If the parts fly with kerbal stock aerofoils!

Question: does the container compatible with KIS?

The container only carries. There's another way to carry KIS containers.

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Lordx, Mercurius, Kryptor and 1 other like this
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Angel-125 Posted February 25, 2018

Member
Posts 1,194
Joined 02/08/2016
Member Type Kerbonaut

Thousand mark! Great mission Modular Plus pack! Its variety and these ground vehicles are a nice complement.

Edited February 25, 2018 by Angel-125

Angel-125's Thunderbird Leaving Jeopardy Lost Colony Mod Pack

Interested in: Jumbojets 3D Airliner, T45 Bobcat, Wasatch Aerospace T-10b, ELT Airliner, Surface 2, Chad Leaving, Project Thunderbird Rescues Jeopardy, Ford Bronco, KC135 - Effective Refueling Tanker, Turbo Boost, Stratolaunch System, Commercial Space Venture!

DarkPhoenix Posted February 25, 2018

Member
Posts 1,194
Joined 02/08/2016
Member Type Kerbonaut

What a mark number! Kudos! The parts look very handsome, lol. Actually, they look just right. Justifiable enough to fit the rest of the pack.

As I also, remember I with KAL, BDA mods one of these. We already have tons of guns and rocks, and tracks thanks to wheelTweaks, but little usual cleanness.

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ABS Posted February 25, 2018

Member
Posts 1,194
Joined 02/08/2016
Member Type Kerbonaut

On 25/2/2018 at 2:07 PM, MacGuyver50 said:

The container only carries. There's another way to carry KIS containers.

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Columbia Posted February 25, 2018

Member
Posts 1,194
Joined 02/08/2016
Member Type Kerbonaut
Original

Looks like fun!

Edited February 25, 2018 by Columbia
Kerbal Stock Lift Mod Mod

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LuckyTheCrash Posted February 25, 2018

Member
Posts 1,194
Joined 02/08/2016
Member Type Kerbonaut

Have to see what things to the command set. I don't seem to be able to.

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DarkPhoenix Posted February 25, 2018

Member
Posts 1,194
Joined 02/08/2016
Member Type Kerbonaut

Awesome work! Kerbal Stock Lift Mod Mod

Thanks, Kerbal Stock!

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Top Interested Kerbal Stock Lift Mod Mod and 1 other like this
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DarkPhoenix Posted February 25, 2018

Member
Posts 1,194
Joined 02/08/2016
Member Type Kerbonaut

On 25/2/2018 at 8:48 PM, LuckyTheCrash said:

Have to see what things to the command set. I don't seem to be able to.

Yes, it's a bug in Kerbal Stock Lift Mod Mod. Hopefully, it will be fixed in the future. Kerbal Stock Lift Mod Mod

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Bertie Kerbal Posted February 25, 2018

Member
Posts 1,194
Joined 02/08/2016
Member Type Kerbonaut

Looks like fun!

Edited February 25, 2018 by Bertie Kerbal

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Kerbonaut Posted February 25, 2018

Member
Posts 1,194
Joined 02/08/2016
Member Type Kerbonaut

The attachment nodes on the cab aren't connecting to the chassis or anything else.

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MacGuyver50 Posted February 25, 2018 Author

Member
Posts 1,194
Joined 02/08/2016
Member Type Kerbonaut

On 25/2/2018 at 9:12 PM, Kerbonaut said:

The attachment nodes on the cab aren't connecting to the chassis or anything else.

Sorry for the lack of documentation. I made this in a rush. It makes sense.

I'm glad some people like it and I hope you enjoy.

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Daniel Prates
Members
643 1.2k

Posted February 25, 2018

once again, many thanks. This is a good example on how a simple mod can be a thing of genius (simple concept, that is. I am sure it was a lot of work). KSP needs more of this.

Do consider my suggestion of a modular tank hull parts mod!

Quote

Z3R0_0NL1N3
Members
192 645
About me: Я зайчик.

Posted February 25, 2018

This is awesome! I absolutely adore vehicle packs for KSP! ~~really want to try this out, but I have a paper due tomorrow~~

Are you going to have the stock vehicles in the pack? I know I can get them from Lack's stock expansion or KSOS, but if it's simple, having them all in one place would be nice, as would others like KSOS's, since the mod is barely supported any longer.

One more suggestion, has a building pack as seen below, which has a set of some more like a forklift. Though these would require IR, it's an interesting idea.

Reveal hidden contents

[WIP] Omega482's Dev thread - Omega's Stockalike Struc...
January 20, 2018

[WIP] Omega482's Dev thread - Omega's Stockalike Structures: No Textures Required Welcome, In this thread, you'll find the stuff I'm currently working on. I usually make stock-a-like buildings for KerbalKonstructs. I want to bring you...

75 300 replies

Quote — Gapone and Saltshaker like this

Eyes Turned Skyward is just Touhou Project for space fans.

blackheart612
Members
2,194 2.6k
About me: Aerospace Engineer

Posted February 25, 2018 — Author

It's possible. Though I'll be thinking of integrating them properly first. The forklift is possible without IR but it would be limited. The size and the height, and it probably would not look like that... But we will see. More suggestions, more plans, more things to do.

Quote — Catatau_27 likes this

My addons: Click Kerbal Standard for craft file list — Decal Stickers

Saltshaker
Members
377 362
About me: Part Mod Connoisseur

Posted February 25, 2018

Amazing!

Quote — blackheart612 likes this

Natokerbal
Members
74 210
About me: Unrapid Scheduled Assembly

Posted February 26, 2018

> On 2/25/2018 at 9:19 PM, blackheart612 said:
>
> I've put the where they go to in the part description. I'll put a compilation of parts and how it would look like soon. The chassis and platform go hand in hand but cabs only get attached to platforms. Platforms go into chassis. But a single platform already has a chassis because there's no need to have a different chassis

Thanks I didn't notice I love the mod though really helps me with roleplayfunctions.

Quote — blackheart612 likes this

wallum61
Members
64 76
About me: Aspiring Chief Fling-into-space Officer

Posted February 26, 2018 (edited)

Immediately had to make this ~~dirty girl~~ British beauty!

Edited February 26, 2018 by wallum61

Quote — blackheart612, Saltshaker, kopapaka and 2 others like this

blackheart612
Members
2,194 2.6k
About me: Aerospace Engineer

Posted February 26, 2018 — Author

Looks fantastic! Clearly better than what I had intended things to be in mind. Gives me ideas for part improvement.

Quote — wallum61 likes this

My addons: Click Kerbal Standard for craft file list — Decal Stickers

SpaceMouse
Members
275 710
About me: Rocketeer

Posted February 26, 2018

Hunh. I did my own car parts mod a while back but yours blends much better with the stock aesthetic.

Quote — TiktaalikDreaming likes this

blackheart612
Members
2,194 2.6k
About me: Aerospace Engineer

Posted February 26, 2018 — Author

> On 2/26/2018 at 3:32 AM, SpaceMouse said:
>
> Hunh. I did my own car parts mod a while back but yours blends much better with the stock aesthetic.

Keep making enough things, your things improve Never stop contributing!

Quote — Saltshaker, SpaceMouse, pizzaaverhead and 2 others like this

My addons: Click Kerbal Standard for craft file list — Decal Stickers

SpaceMouse
Members
275 710
About me: Rocketeer

Posted February 26, 2018

> On 2/26/2018 at 4:45 AM, blackheart612 said:
>
> Keep making enough things, your things improve Never stop contributing!

Meh, I kinda lost interest in that particular one. No-one else showed much interest in it either. Our specs ended up pretty similar for parts though.

Your cabin properly accommodates Kerbal heads and I stuck with more normal car dimensions.

Quote — blackheart612 likes this

Z3R0_0NL1N3
Members
192 645
About me: Я зайчик.

Posted February 26, 2018

I've been playing around with this for a little while, I had something to share

Quote — Catatau_27, sikidkid, DiscoSlelge and 7 others like this

Eyes Turned Skyward is just Touhou Project for space fans.

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