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[1.7.x] Grounded - Modular Vehicles R5.0 (Mining Modules, Rotor Emergency Light) (J...)



[1.7.x] Grounded - Modular Vehicles R5.0 (Mining Modules, Rotor Emergency Light) (Jun 5 2019)

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By blackheart612, February 25, 2018 in Add-on Releases

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Posted February 25, 2018 (edited)

[Report post](#)

Aerospace Engineer



Members

2,027

2,545 posts

Grounded M

odular Vehicles



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

NOW WITH STOCK PART VARIANT SWITCH!

Feedbacks would be helpful.

Download at:

[Spacedock](#) · [Curseforge](#)

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

[PATREON](#)

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CRAFT FILES









Features:

Integrated with career, vehicles at the start of the tree

No plug-in dependency (Will always be up to date!)

Articulating Hitch for trailers

Science!

Based on KSP's vehicles itself.

Changelog:

 Reveal hidden contents

Installation:

Remove old folder if there's an old installation.
Copy the GameData folder into your root folder.

License:



Edited June 5 by blackheart612

Release 5.0

 Quote

You, Vince_K, Rocketology and 63 others like this



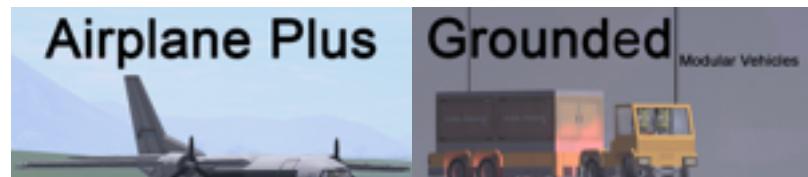
My addons:

Click Kerbal 

[Standard](#) for craft file list

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ARS

Als of Fraxinus Aerial HQ



Posted February 25, 2018

Report post 

Very nice design! If fits perfectly with kerbal stock aesthetic!



Question: does the containers compatible with KIS?



Quote

blackheart612 likes this



Members

+ 1,603

940 posts

Location: Beyond the Infinite
Horizon, On Unknown Skies

"My purpose is only one...I want to know about [love]" -

Ars Maria

"Unn...that's right. I'm Ars. But, I guess..... You can also
say that I'm not Ars?" -**Ars Marina**

~~"Peace cannot be kept by force; it can only be achieved~~

blackheart612

Aerospace Engineer



Members

+ 2,027

2,545 posts

Posted February 25, 2018

Report post



On 2/25/2018 at 11:27 AM, ARS said:



Very nice design! If fits perfectly with kerbal stock
aesthetic!

Question: does the containers compatible with KIS?

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



Quote

Saltshaker, Rayden, Li0n and 2 others like this



My addons:

Click Kerbal



[Standard](#) for craft file list

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[Stickers](#)

Angel-125

Angelo Kerman



Members

• 10,646

6,254 posts

Posted February 25, 2018 (edited)

Report post



These look neat! I have used your Airplane Plus pack for awhile and these ground vehicles are a nice complement.

Edited February 25, 2018 by Angel-125



Quote

blackheart612, DeltaDizzy, Gapone and 5 others like this



[Deep Space Exploration Vessels](#) | [Pathfinder](#) | [Buffalo](#) | [Mark](#) × ▾
[One Laboratory Extensions \(M.O.L.E.\)](#) | [Snacks](#) | [Heisenberg](#)
[Airship Parts](#) | [KerbalKomets](#) | [BARIS](#) | [Kerbal Flying Saucers](#)
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Daniel Prates

Junior Rocket Scientist



Members

• 247

643 posts

Posted February 25, 2018

Report post



What a most needed mod! Kudos! The parts look very handsome too. Actually, they look just right: stockalike enough to fit the rest of the game.

An idea: modular tank hulls. BDA needs one of those. We already have tons of guns ans turrets, and tracks thanks to kerbal foundry, but little to put them on to.



Quote

memeconnoisseur likes this



ARS

Als of Fraxinus Aerial HQ



Posted February 25, 2018

Report post



On 2/25/2018 at 11:38 AM, blackheart612 said:



The container only carries Ore. There's another way to carry [KIS](#) containers.

Members

+ 1,603

940 posts

Location: Beyond the Infinite
Horizon, On Unknown Skies



Ore-carrying container is still good idea for a base truck, I can put some power source, small drill, ISRU, radiator and fuel tanks to turn it into mobile refinery suitable for refueling small landers that lands close to my base 



Quote

Rayden likes this



"My purpose is only one...I want to know about [love]" -  
Ars Maria

"Unn...that's right. I'm Ars. But, I guess..... You can also say that I'm not Ars?" -**Ars Marina**

~~"Peace cannot be kept by force; it can only be achieved~~

Cdodders

Sr. Spacecraft Engineer



Posted February 25, 2018

Report post



How does the hitch work, I cant seem to get it to work



Quote



Members

+ 60

628 posts

HMS Thunder Child survivor  

Si in dubio, quod certe facere

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

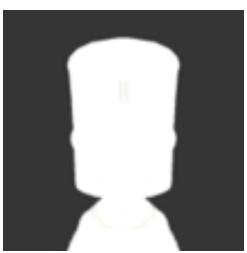
williamhall531@gm

Posted February 25, 2018

Report post



biklit



Members

+ 18

74 posts

how to you attach things to the command cab. i don't seem to be able to.



Quote

**Well**

えええ



Posted February 25, 2018

Report post



Awesome work [@blackheart612](#) i have always liked ground vehicle to start my career.

Thank you for this mod !



Quote

DeltaDizzy, blackheart612 and TiktaalikDreaming like this



Members

+ 1,357

504 posts

Location: France

[Knes](#) - [KrakenScience](#) - [X-20 "Moroz"](#) - [Interkosmos](#)



Daniel Prates

Junior Rocket Scientist



Members

+ 247

643 posts

Posted February 25, 2018 (edited)

Report post



On 2/25/2018 at 4:28 PM,

[williamhall531@gmail.com](#) said:

how to you attach things to the command cab. i don't seem to be able to.

Put a chassis under it. The different parts are attached to the bottom parts, and the bottom parts attach onto themselves.

I am having difficulties, though, understanding how to couple different wagons. I understand how to dock them when already launched, but is there a way to assemble them docked together in the [SPH](#)?



Quote



Daniel Prates

Junior Rocket Scientist



Members

+ 247

643 posts

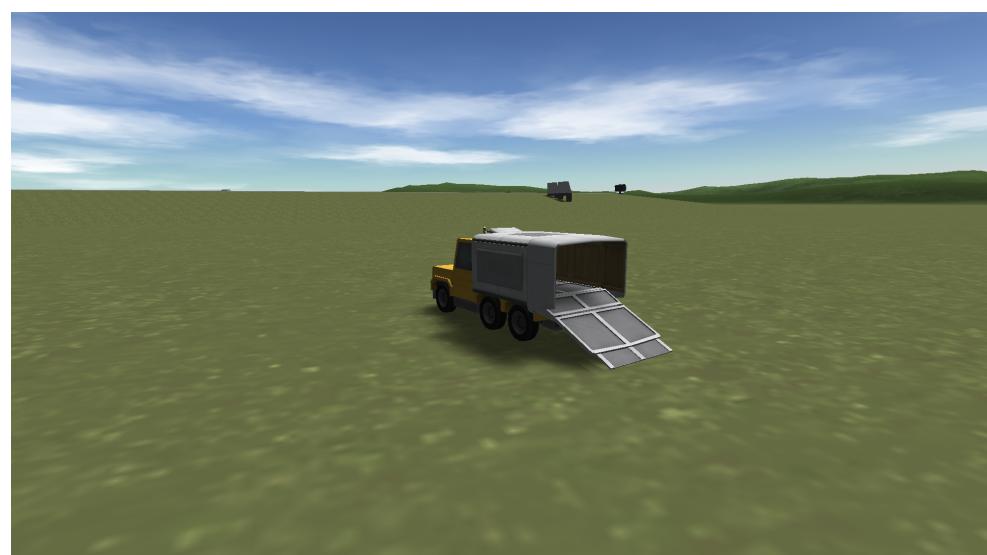
Posted February 25, 2018 (edited)

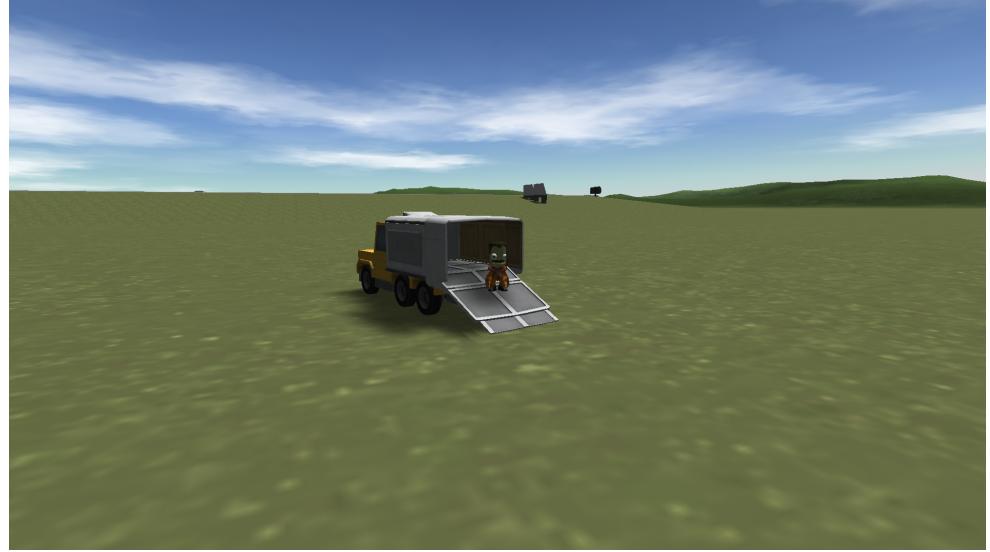
Report post



I know I am overposting, but this one really got me going.

To those asking about how to carry resources other than ore etc: I am having ZERO DIFFICULTY in placing containers from other mods on this mod's truck chassis. It takes some part sliding and offsetting, but it is no sweat at all. This here is a rather old-fashioned truck I made with parts from "feline utility rover" containers ...





... and in these two images you can see I even managed to attach tracks from kerbal foundrie's mod, resulting in a competent snow-mobile:



This is turning out to be quite a mod!

Edited February 25, 2018 by Daniel Prates



Quote

CobaltWolf, Lo Var Lachland, TiktaalikDreaming and 10

others like this



Bottle Rocketeer

500

Senior Rocket Scientist



Members

+ 398

1,042 posts

Location: Flying a KS-120 to
Cape Hook Global

Posted February 25, 2018

Report post



@blackheart612 Looks AWESOME! Looking forward to
more vehicle parts!



Quote

Lo Var Lachland, Catatau_27, TiktaalikDreaming and 1

other like this



[Doing it Orion](#)



Natokerbal

Unrapid Scheduled Assembly



Posted February 25, 2018

Report post



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



Quote



blackheart612

Aerospace Engineer



Posted February 25, 2018

Report post



@Natokerbal 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



Members
• 2,027
2,545 posts

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

@williamhall531@gmail.com Through nodes? There is only one node for the cabin, it's below it. Once you attach a platform under it, it goes from there.

@Angel-125 I have to do some magic fixes for Airplane Plus soon to perfectly fit the rovers inside the cargo bay when there's a landing gear. Hehe

@Cdodders @Daniel Prates To properly use a hitch, it can't be attached already on the SPH. Note that we're not using any special mods and these are fully stock so there's no special trick here. Just launching two separate vehicles and coupling on the runway.

The things needed are the Modular Chassis Hitch Segment and the Modular Chassis Hitchpike Segment:

The *Hitch* attaches to things (anything, actually, but it's inward so it needs something to be able to reach inside).

The *Hitchpike* reaches inside the hitch to couple.

Once coupled, you can then toggle *Free Pivot* and it will articulate the trailer. Be careful with driving and properly attaching, you might get your vehicle stuck in a wheelie forever!

Sorry for the lack of documentation, I made this in a rush.
I'll make one soon™

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

+ Quote

TiktaalikDreaming and Angel-125 like this



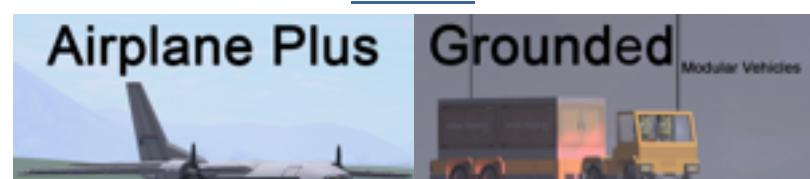
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Click Kerbal X ▾

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[Decal](#)

[Stickers](#)



Daniel Prates

Junior Rocket Scientist



Members

+ 247

643 posts

Posted February 25, 2018

Report post



@blackheart612 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

Leaping through time



Members

+ 135

589 posts

Posted February 25, 2018

Report post



This is awesome! I absolutely adore vehicle packs for KSP!

~~I 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, @Omega482 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

[Quote](#)

Saltshaker and Gapone like this



Я чайка.

X ▾

blackheart612

Aerospace Engineer



Members

+ 2,027

2,545 posts

Posted February 25, 2018

[Report post](#)

@Z3R0_0NL1N3 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.

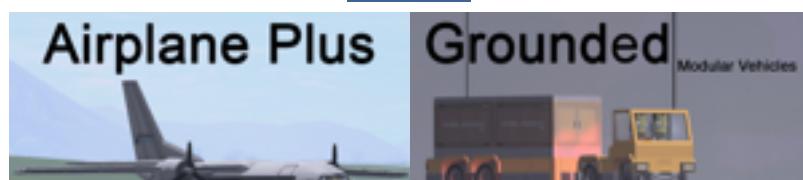
[Quote](#)

Catatau_27 likes this



My addons:

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[Standard for craft file list](#)[Decal](#)[Stickers](#)

Saltshaker

Part Mod Connoisseur



Posted February 25, 2018

[Report post](#)

Amazing!

[Quote](#)

blackheart612 likes this



Members

+ 324

339 posts

Location: VAB

Natokerbal

Unrapid Scheduled Assembly



Posted February 26, 2018

[Report post](#)

On 2/25/2018 at 9:19 PM, blackheart612 said:





Members
+ 62
159 posts

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

Aspiring Chief Fling-into-space Officer



Members
+ 29
46 posts

Location: Humberside, UK

Posted February 26, 2018 (edited)

Report post



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

Edited February 26, 2018 by wallum61

+ Quote

kopapaka, TiktaalikDreaming, Saltshaker and 2 others
like this



blackheart612

Aerospace Engineer



Members

+ 2,027

2,545 posts

Posted February 26, 2018

Report post



@wallum61 Looks fantastic! Clearly better than what I had intended things to be in mind. Gives me ideas for part improvement.

+ Quote

wallum61 likes this



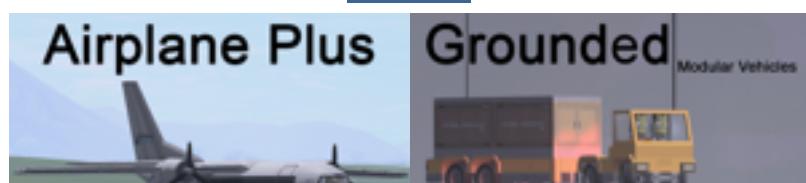
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[Click Kerbal](#)

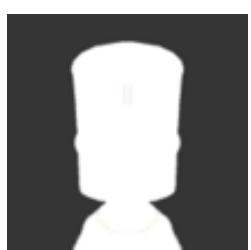
[Decal](#)

Stickers



SpaceMouse

Rocketeer



Members

+ 257

701 posts

Posted February 26, 2018

Report post



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

Aerospace Engineer



Posted February 26, 2018

Report post



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!

Members

• 2,027

2,545 posts

+ Quote

pizzaoverhead, SpaceMouse, Saltshaker and 2 others

like this



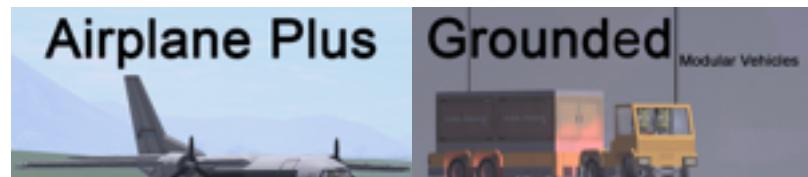
My addons:

Click Kerbal ✖️

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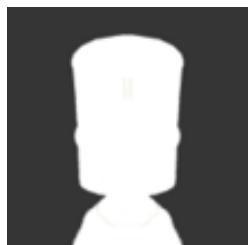
SpaceMouse

Posted February 26, 2018

[Report post](#)



Rocketeer



Members

• 257

701 posts

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



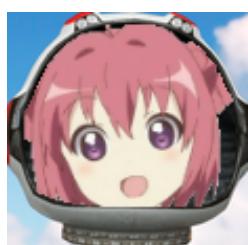
Z3R0_0NL1N3

Posted February 26, 2018

[Report post](#)



Leaping through time



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

Members
+ 135
589 posts



[+](#) Quote

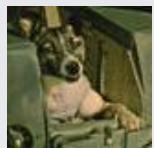
CobaltWolf, Catatau_27, DiscoSledge and 5 others like this



Я чайка.

X ▾

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