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Grounded - Modular Vehicles

Last Updated: Jun 5, 2019 (Invalid Date NaN:NaN PM) Game Version: 1.7.1

19,938 Feb 25, 2018 (Invalid Date NaN:NaN PM) Owner: blackheart_612 (/members/blackheart_612)

Description (/kerbal/ksp-mods/grounded-modular-vehicles)

[Changes \(/kerbal/ksp-mods/grounded-modular-vehicles/changes\)](#)

[Earlier Versions \(/kerbal/ksp-mods/grounded-modular-vehicles/files\)](#)

As the summary says, you can make anything you want with the parts provided. Subject for improvement.

This is an early release and there are more plans in the future!

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.







Comments

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Post Reply

drakus07 ▾ (/members/drakus07)

Posted Jun 7, 2019 (Posted Invalid Date NaN:NaN PM)

#9 (?comment=9)

This mod will not install into my game when I install it on Twitch. Anybody know how to fix this?

someoneintheus ▾ (/members/someoneintheus)

Posted May 31, 2019 (Posted Invalid Date NaN:NaN PM) #8 (?comment=8)

Does this work with 1.7?

Report (/reports/create/15/3932426)

germanclock ▾ (/members/germanclock)

Posted Jun 29, 2018 (Posted Invalid Date NaN:NaN PM) #5 (?comment=5)

Could you please help me as i want to make a bus to transport the nearest kerbals near me and here is the thing i dont know how to power the vehicle

Report (/reports/create/15/3709146)

blackheart_612 ▾ (/members/blackheart_612)

Posted Jul 21, 2018 (Posted Invalid Date NaN:NaN PM) #6 (?comment=6)

In reply to germanclock (<https://www.curseforge.com/members/germanclock>):
You need the hybrid cells...

Report (/reports/create/15/3725415)

karold55647 ▾ (/members/karold55647)

Posted Feb 9, 2019 (Posted Invalid Date NaN:NaN PM) #7 (?comment=7)

In reply to germanclock (<https://www.curseforge.com/members/germanclock>):
or turn on infinite electricity

Report (/reports/create/15/3862641)

ExilatetheGamer ▾ (/members/exilatethegamer)

Posted Apr 11, 2018 (Posted Invalid Date NaN:NaN PM) #3 (?comment=3)

Every time I launch my vehicle, the wheels get stuck in the ground. Am I doing somethings wrong?

Report (/reports/create/15/3668408)

blackheart_612 ▾ (/members/blackheart_612)

Posted Apr 17, 2018 (Posted Invalid Date NaN:NaN PM) #4 (?comment=4)

In reply to ExilatetheGamer (<https://www.curseforge.com/members/ExilatetheGamer>):
Yes, if it's not moving. You are putting the wheels sideways, if you use the stock TR-2L and put the wheel in, it will also be sideways, they are same orientation.

Report (/reports/create/15/3671040)

VermilionFlo ▾ (/members/vermillionflo)

Posted Mar 22, 2018 (Posted Invalid Date NaN:NaN PM) #1 (?comment=1)

The windows aren't transparent. What have I done wrong?

Report (/reports/create/15/3657447)

blackheart_612 ▾ (/members/blackheart_612)

Posted Apr 11, 2018 (Posted Invalid Date NaN:NaN PM) #2 (?comment=2)

In reply to VermilionFlo (<https://www.curseforge.com/members/VermilionFlo>):
It's a KSP feature, you can toggle the "transparency" by clicking the small circle beside the Kerbal Portraits.

Report (/reports/create/15/3668069)

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