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[v0.19] Damned Robotics Version 1.3

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By DYJ, April 17, 2012 in Add-on Releases

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DYJ

Supreme Addon Commander

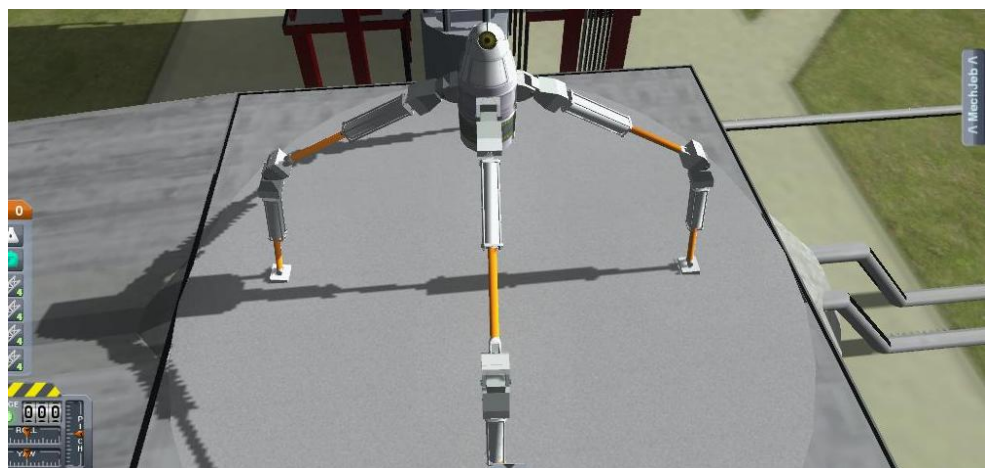


Members

+ 182

659 posts

Posted April 17, 2012 (edited)

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This time r4m0n and I bring you the latest in robotics!

Plugin/lots of stuff : r4m0n

3dmodels/'textures' : DYJ

Pack includes:

Claw

Hinge

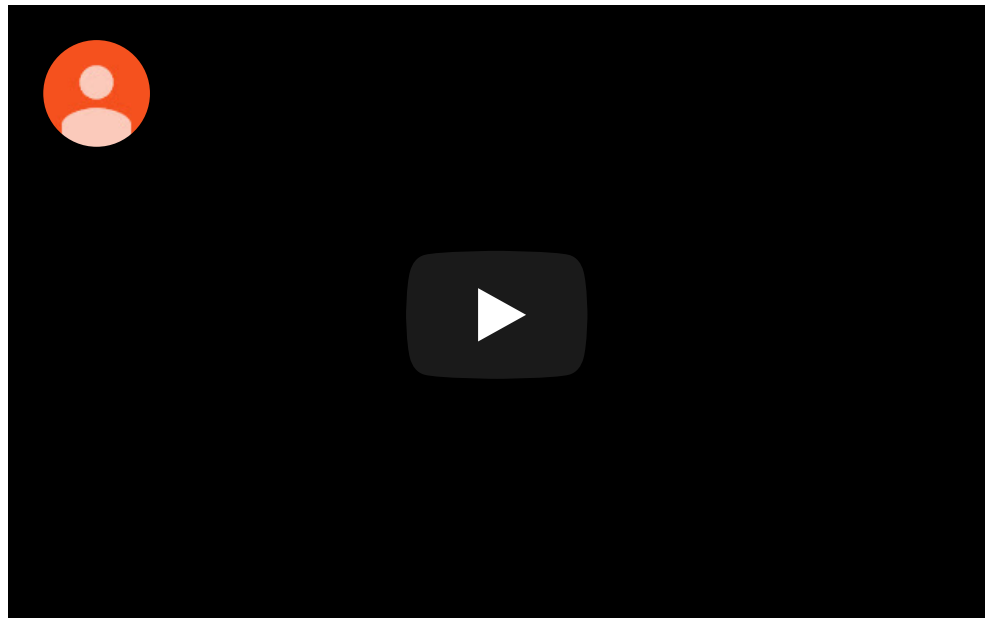
Truss for building arms 1 and 2m versions

The rotatron

Hydraulic cylinder

Doorhinge

These parts are intended to allow construction of more mechanically advanced crafts/robots/kanadarms/creepy mechjebpodspiders.



The arrows pointing left and right in the VAB servoconfig rotates the servos, forgot to show that as well.

Installation note: This plugin uses the mechjeb version 1.9 plugin included in this release, If the current mechjeb version is later than 1.9 then keep that.

Alpha release, please report bugs and other potential horrors.

[Download](#)

Source: <http://svn.mumech.com/KSP/trunk/MuMechLib/>

License:

Code: Original license applies.

Parts: Feel free to do whatever you please, but contact me before redistributing anything.

Patch notes:

1.0 - Release

1.1 - .15 compatibility patch

1.2 - Added doorhinge

1.2.1 - .16 compatibility patch

1.3 - .19 compatibility patch

Derived mods and forks:

As the thread and patchnotes indicates the original DR only works for .19, for .20 you need to grab a fork instead.

<http://forum.kerbalspaceprogram.com/showthread.php/37707-Magic-Smoke-Industries-Parts> - Extra part and plugin fork

<http://forum.kerbalspaceprogram.com/showthread.php/37680-DROMOMAN-modular-arm-parts-for-Damned-Robotics> - Part kit replacement for armbuilding.

Edited July 2, 2013 by DYJ



Kreuzung

Capsule Communicator



Members

+ 49

1,651 posts

Location: Shinjuku-ku, Tokyo-to, Japan

Posted April 17, 2012

Report post

If I wasn't on my brothers phone now, I would make spider droids with the Discovery pod from Deep Space....



Scaring Jebediah since 2012-3-24...

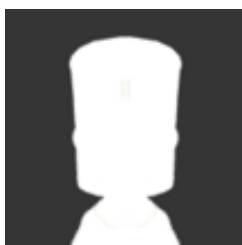


EVA Parachutes? [Here](#).

[First person view, no plugins required](#)

pina_coladas

Spacecraft Engineer



Members

+ 5

215 posts

Posted April 17, 2012

Report post

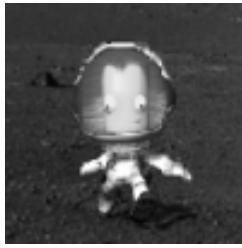
I'm so impressed :hailprobe:

Now someone has to de-qwop-ify the controls somehow, a difficult task for sure. In the meantime I'll have to try to make hilariously difficult to control giant spider walkers.



deadshot462

Rocket Scientist



Members

+ 82

927 posts

Posted April 17, 2012

Report post

This is going to be insane, I can\`t wait to try this one out!



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[DeviantArt](#)

[Livestream Channel](#)

Monkthespy

Horrific Plane Scientist



Members

+ 34

655 posts

Posted April 17, 2012

Report post

Can someone upload the spider?



Vet of KSP, hi.



Lazurkri

Junior Rocket Scientist



Members

+ 5

576 posts

Posted April 17, 2012

Report post

My god man, will your kickass stuff ever stop coming? I hope not! I\`m now attempting to send a spiderbot into space, purely for the lolz!



Monkthespy

Horrific Plane Scientist



Posted April 17, 2012

Report post

▼ Lazurkri said:

My god man, will your kickass stuff ever stop



Members

+ 34

655 posts

coming? I hope not! I\'m now attempting to send a spiderbot into space, purely for the lolz!

I HAVE MADE A SUCCESSFULLY WORKING TANK.

Turret spins and everything.



Vet of KSP, hi.



madmat

Sr. Spacecraft Engineer



Members

+ 1

411 posts

Posted April 17, 2012

Report post

Well done. This is going to allow for some WICKED designs.



IT\'S NOT ROCKET SURGERY!!



Tim_Barrett

Flight Director



Members

+ 4

3,559 posts

Posted April 17, 2012

Report post

▼ **Monkthespy said:**

I HAVE MADE A SUCCESSFULLY WORKING TANK.

Turret spins and everything.

Please, time for proper battleships 8)



Okay... one of you guys thought it would be funny to smash the rocket into the command center... very funny...



Monkthespy

Horrific Plane Scientist



Members

+ 34

655 posts

Posted April 17, 2012

Report post

▼ **Tim_Barrett said:**

Please, time for proper battleships 8)

OH HELL YEAH.



Vet of KSP, hi.



James510

Rocketry Enthusiast



Members

+ 1

72 posts

Posted April 17, 2012

Report post

▼ **Tim_Barrett said:**

Please, time for proper battleships 8)

8)

The Military Thread needs some reforming.



Did you know that there are three kinds of Kerbals? Those who seek boost, those who live for rockets, and those who can read the mission outcome. Those are the three. And him? He was a kerbalt they called Solo Wing Jeb. This man was his buddy.

iamwearingpants

Sr. Spacecraft Engineer



Posted April 17, 2012

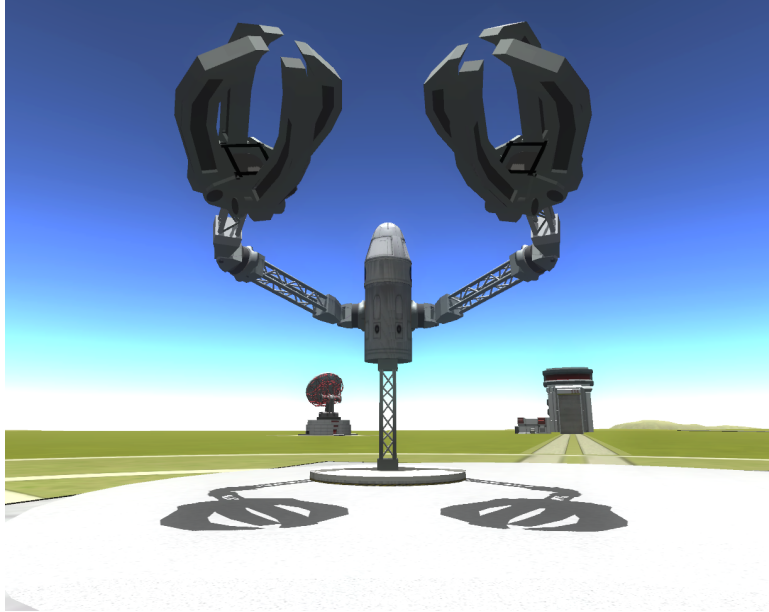
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Now it just needs legs!

Members

+ 30

444 posts

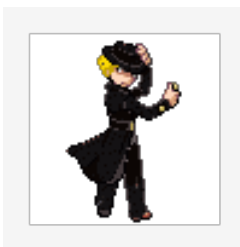


"At least I have my personality"



NIN3

EVE and KSP Scapegoat



Members

+ 2

319 posts

Posted April 17, 2012

Report post 

This plugin is awesome! Ima use it to move my rovers on the moon (using anti grave devices)



You've met with a terrible fate, haven't you?



I survived the great April roll back.

White Owl

Retired Videographer



Members

+ 552

1,353 posts


Location: WinterOwl's Aircraft Emporium

Posted April 17, 2012

Report post 

I\'m most impressed with the ability to customize control schemes.



Flying machine market has been very unsteady the past two  days. Opened yesterday morning at about 208 (100% means even chance of success) but by noon had dropped to 110. These fluctuations would have produced a panic, I think, in Wall Street, but in this quiet place it only put us to

rebelcommando1807

Detonation Aversion Specialist



Members



137 posts



Posted April 17, 2012

Report post 

One thing that I\`d like to see is the ability to select which groups are active, for controlling multiple groups with the same keys.

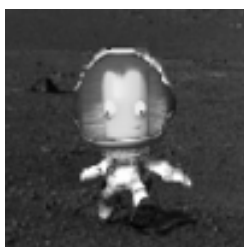
Just a thought.



Been playing since.. Geeze, 0.8? At least.. How did I survive  
without struts?

deadshot462

Rocket Scientist



Members



927 posts

Posted April 17, 2012

Report post 

Initial Impressions: Awesome mod, this brings up all kinds of possibilities!

I present, my walker X1:



It works, just hold W and you\`ll walk forever

(I\`ll post a video over the weekend)

Suggestions:

-Ability to set rotation speeds

-Parts that stay loose and are affected by gravity (if you attach a beam to a rotation node, it should naturally turn until it falls due to torque)



[YouTube KSP Videos](#)  

[DeviantArt](#)

[Livestream Channel](#)

White Owl

Retired Videographer



Members

+ 552

1,353 posts

Location: WinterOwl's Aircraft Emporium

Posted April 18, 2012

Report post



Reminds me of Sodaconstructor in the best possible way.



Flying machine market has been very unsteady the past two x ▾ days. Opened yesterday morning at about 208 (100% means even chance of success) but by noon had dropped to 110. These fluctuations would have produced a panic, I think, in Wall Street, but in this quiet place it only put us to thinking and figuring a little. — Orville Wright

SasquatchM

Inappropriate Toucher



Members

+ 126

631 posts

Posted April 18, 2012

Report post



This has been an awesome couple of weeks for mods: Helicopters, Blimps, Particle cannons, now this. Thank you!



Tim_Barrett

Flight Director



Members

+ 4

3,559 posts

Posted April 18, 2012

Report post



▼ deadshot462 said:

Initial Impressions: Awesome mod, this brings up all kinds of possibilities!

I present, my walker X1:

It works, just hold W and you'll walk forever

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Damnit, you had me going there while the picture loaded!



I thought you actually made a mechanical mech, although that would require the use of several keys to be pressed in uniform time for them to work together.



Okay... one of you guys thought it would be funny to smash the rocket into the command center... very funny...

Monkthespy

Horrific Plane Scientist



Members

+ 34

655 posts

Posted April 18, 2012

Report post



SasquatchM said:

This has been an awesome couple of weeks for mods: Helicopters, Blimps, Particle cannons, now this. Thank you!

...Holy...

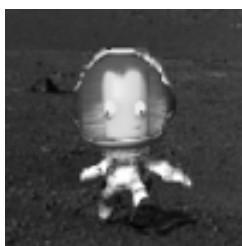


Vet of KSP, hi.



deadshot462

Rocket Scientist



Members

+ 82

927 posts

Posted April 18, 2012

Report post



Tim_Barrett said:

Damnit, you had me going there while the picture loaded! 🤖

I thought you actually made a mechanical mech, although that would require the use of several keys to be pressed in uniform time for them to work together.

It is a mechanical mech, it really does walk forward lol. It only requires one key pressed for the entire thing to move forward 🤖



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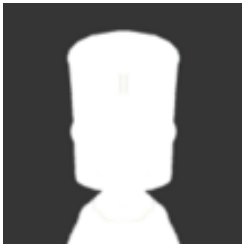


[DeviantArt](#)

[Livestream Channel](#)

SteevyT

Senior Rocket Scientist



Members

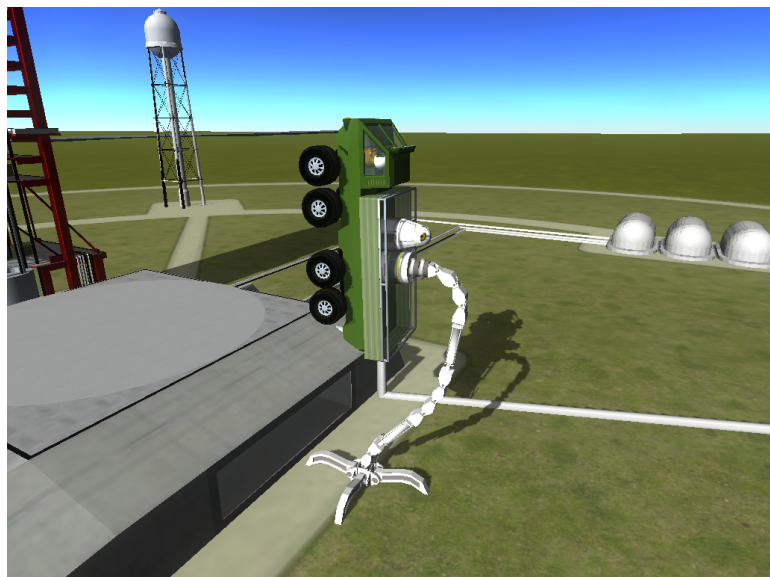
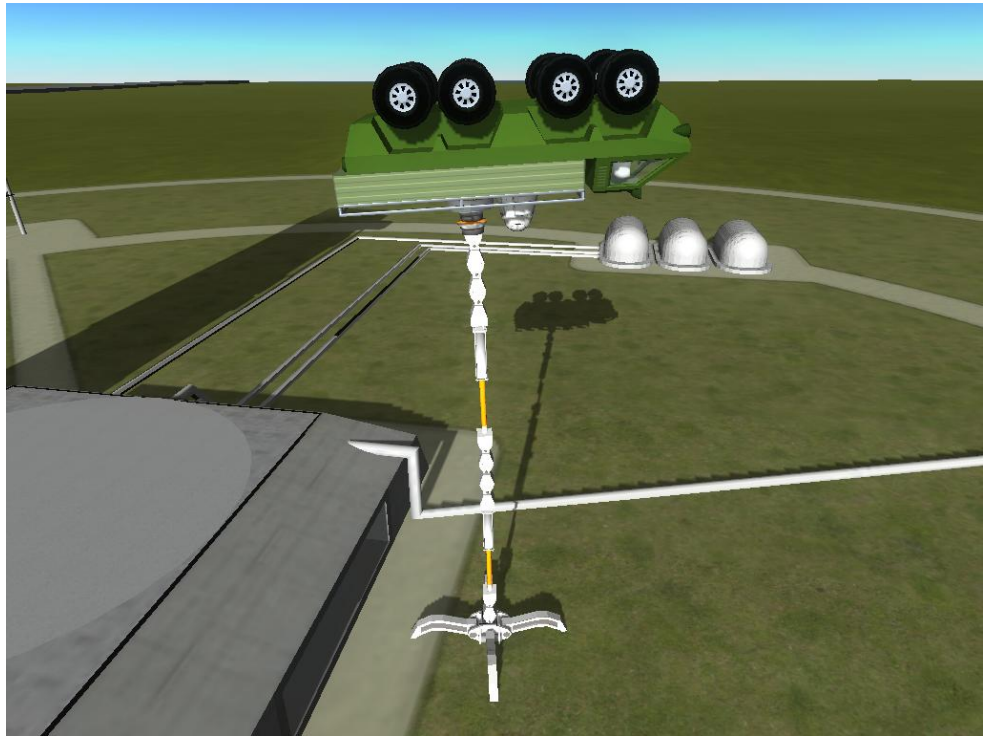
+ 2

1,431 posts

Posted April 18, 2012

Report post

Well, I feel accomplished.



▼ **RatBeer said:**

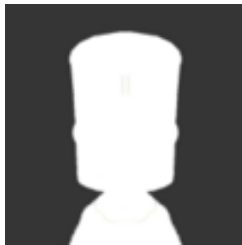


I imagine that a high level of stupidity makes them

stupid?

FourTee2

Spacecraft Engineer



Members




228 posts

Posted April 18, 2012

Report post 

Any particular reason they\'re so large? Love the parts, though 🤖



*"Without a resource system of some kind (mining or other), the VAB **is** the game. Looks like this game will absolutely require community mod packs even after it is finished." -- JordanL* 

White Owl

Retired Videographer



Members



1,353 posts


Location: WinterOwl's Aircraft Emporium

Posted April 18, 2012

Report post 

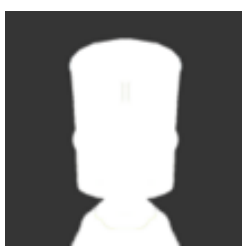
Is a simple unpowered hinge possible? Just something to allow a freely flexing joint?



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Thiel

Sr. Spacecraft Engineer



Members



317 posts


Posted April 18, 2012

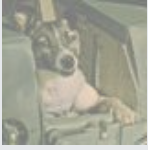
Report post 

Oh boy, I\'m going to need some bigger fairings.

Would it be possible to make a smaller version?



There's no problem that can't be solved by the proper application of more boosters. 



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