

# 1.1.2 Magic Smoke Industries Infernal Robotics 2.0.2

By sirkut, April 20, 2015 in Add-on Releases

Reply to this topic

1 | |

NEXT

>>

Page 1 of 104

Posted April 20, 2015



**Magic Smoke Industries presents:** 

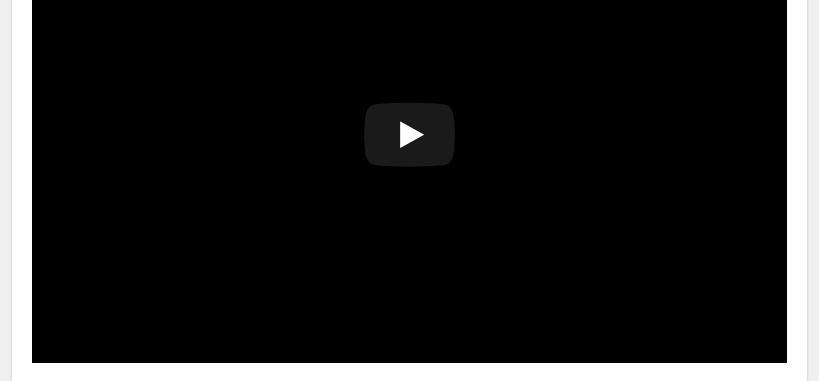


For all your actuation needs!

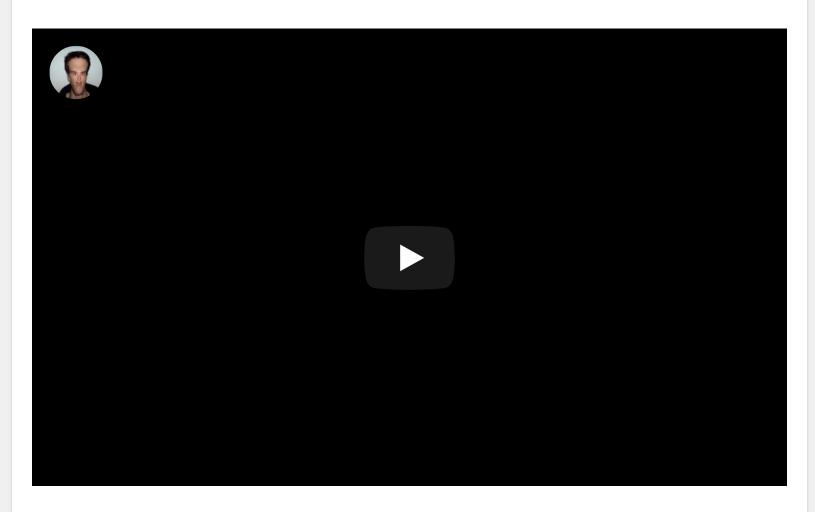
This mod introduces robotics parts to the game, letting you create moving or spinning contraptions that just aren't possible under stock KSP.

How do I use Infernal Robotics parts?





What does Infernal Robotics let me do?



(robotics parts in this video came from the Model Rework & Expansion)

Do not attach docking ports directly (or indirectly) to IR parts. It will make your life miserable. You have been warned!

It is recommended that you delete any previous version of Infernal Robotics that you may have previously installed before upgrading to this version.

# Release v2.0.2 GNU GPL version 3, 29 July 2007

# **Download from Curse**

# **Download from SpaceDock**

This download contains the main Infernal Robotics plugin as well as a collection of Legacy robotics parts to let you experience how robotics works. You may remove the Legacy parts (located in GameData/MagicSmokeIndustries/Parts) if you are installing IR for use with another mod and only need it for the plugin.

Changelog:

```
2.0.2
[LIST]
[*] Fix for unnecessary EC consumption for uncontrolled
parts.
[/LIST]
0.21.4
[LIST]
[*] Recompile for 1.0.5
[/LIST]
0.21.3
[LIST]
[*] Recompile for 1.0.4
[*] Fixes for tweakscale interaction for transalting IR parts
[*] Better handling of symmetry for presets and other
settings.
[ + 1 EXD compatibility, EXD is notified when the TD marks
```

#### **Recommended Downloads**

# **TweakScale**

- Lets you increase and decrease the size of all robotics parts, without having to resort to multiple scaled copies cluttering up your part list

# **Model Rework & Expansion**

- A large collection of robotics and structural parts that really take advantage of what can be done with Infernal Robotics (these will eventually replace the current parts bundled with IR)

**Source Code** 

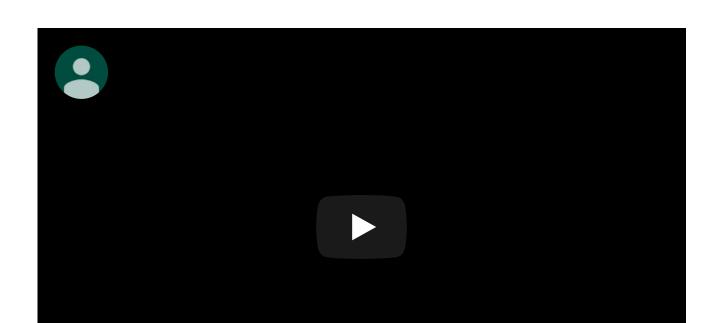
Available on Github:

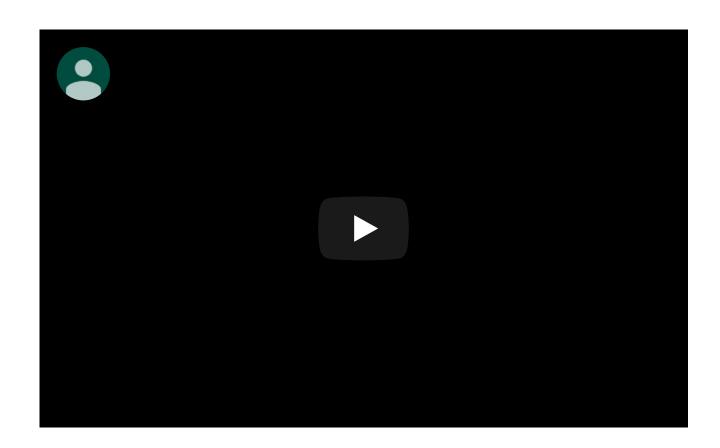
https://github.com/MagicSmokeIndustries/InfernalRobotics

My free time is quite sparse these days but I make the best of what I can do to keep this plugin going. If you think I deserve anything (mostly beer!), feel free to donate.

Donate

**How To Install** 

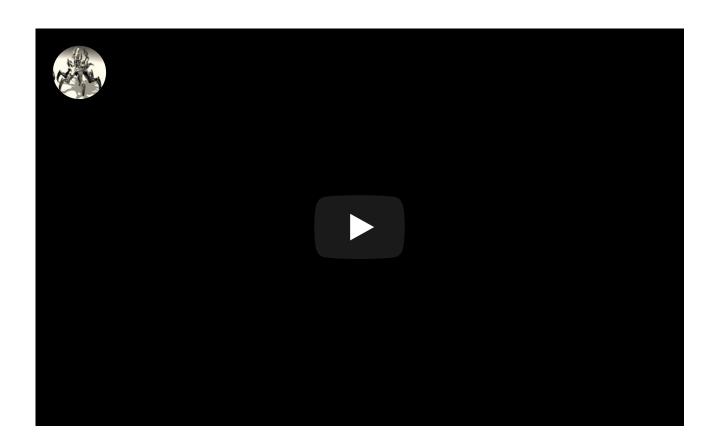




# **Current Contributors**

- sirkut
- ziw
- erendrake
- pellinor
- ZodiusInfuser

How do I use the gantry and it's variant?



# Scaling up parts by ~200% with Tweakscale causes them to stop working

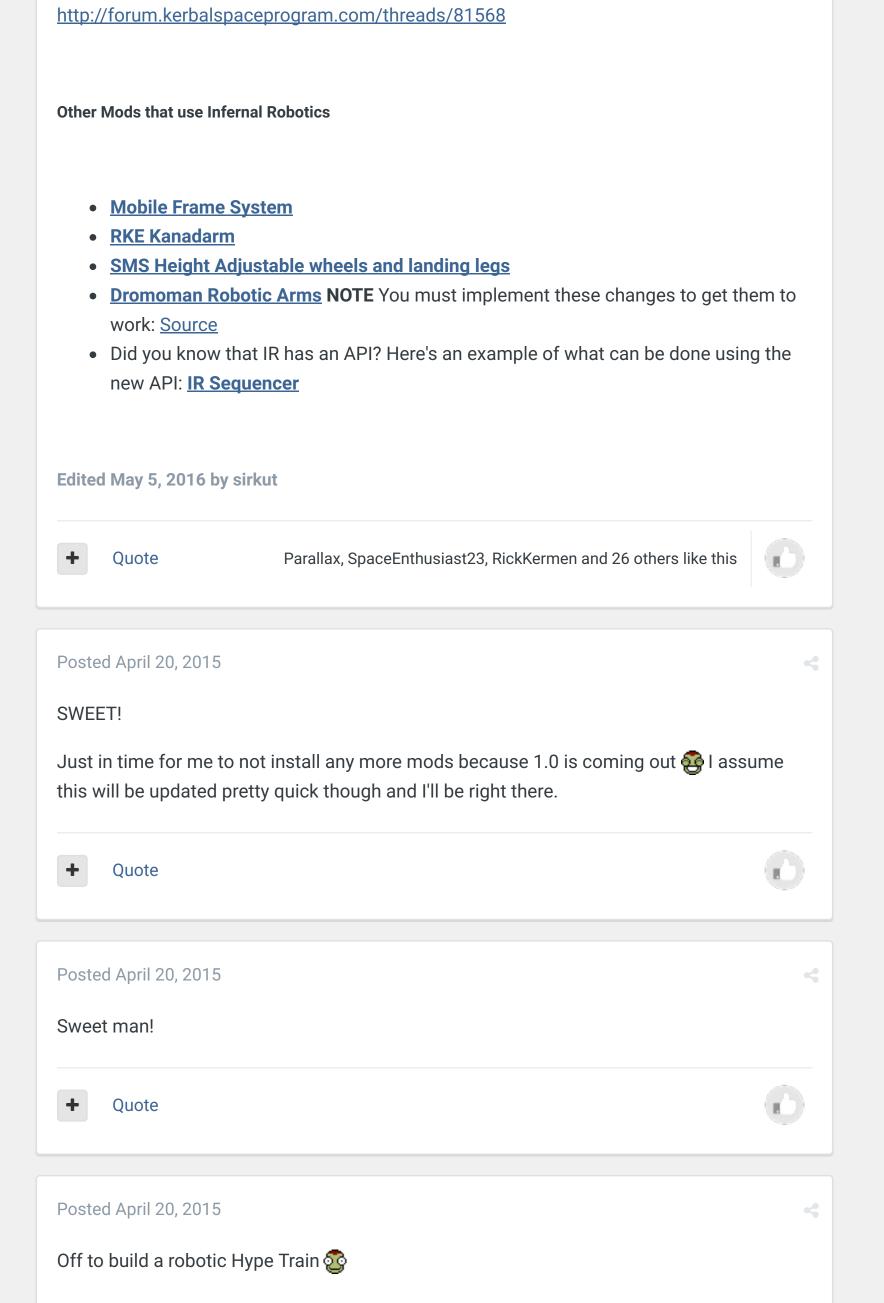
This is a known issue. For now create a copy of a parts cfg and change the rescale factor if there's a specific part you need at this size

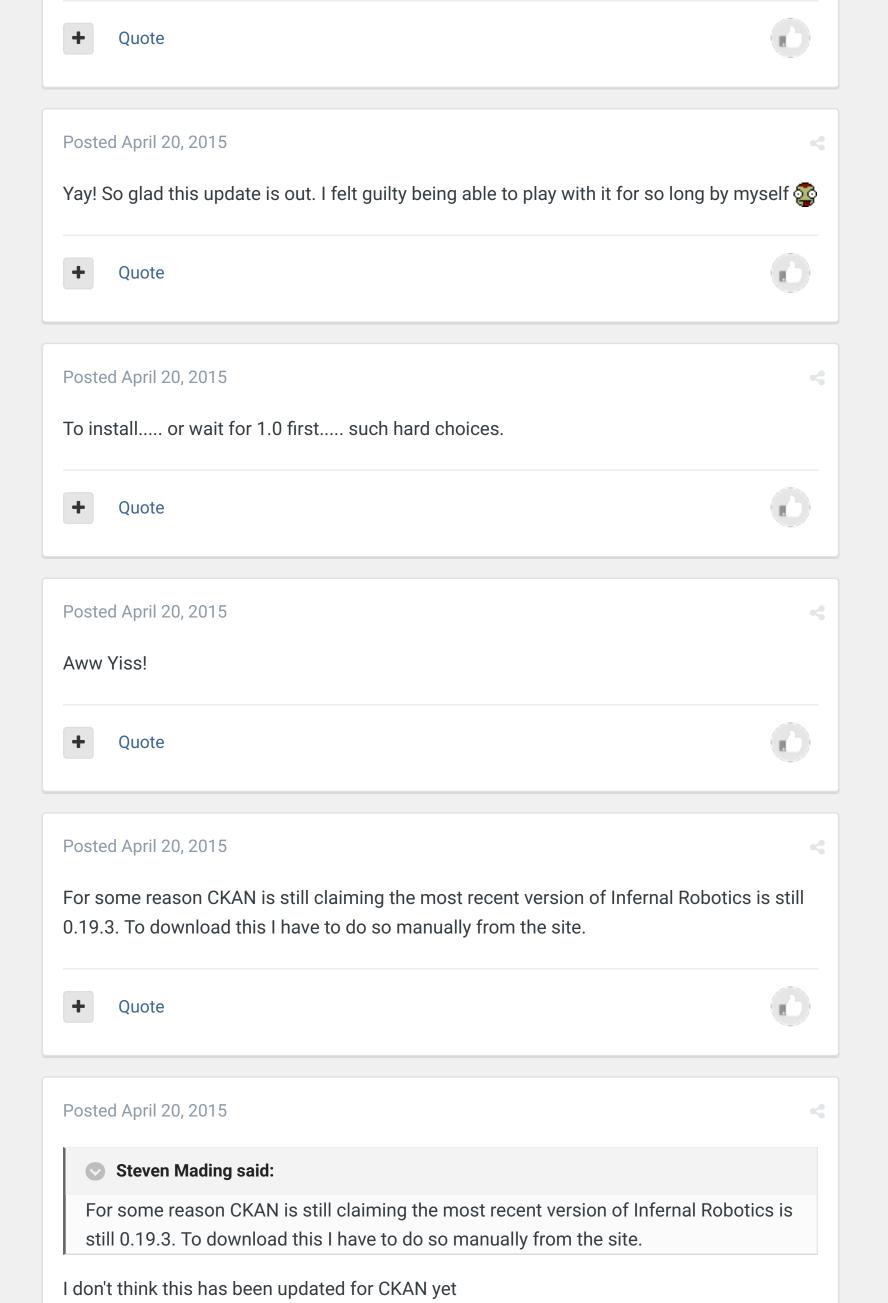
# Part seem very weak

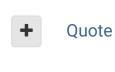
The joints between the two halves of robotics parts only have a limited strength so can often flex if placed under excessive load. This is continuing to be looked into but for now try using Active or Quantum Struts to hold parts in place under these excessive loads.

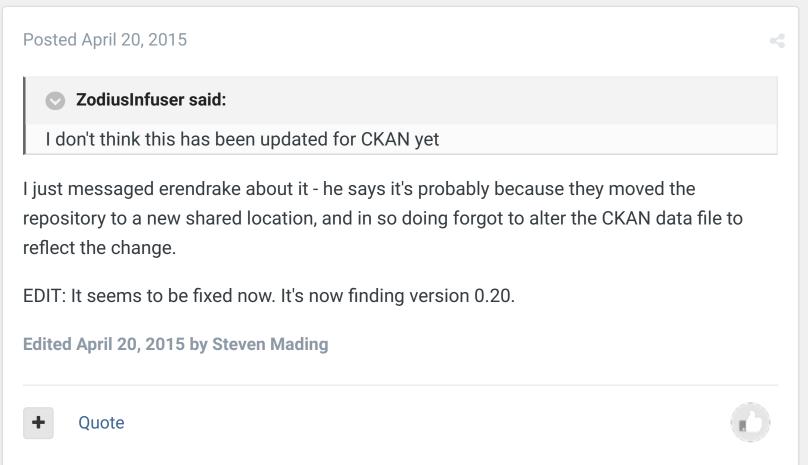
# How do I make my own robotics parts?

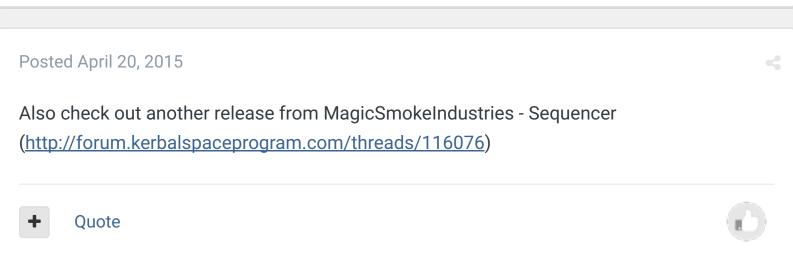
I wrote a simple tutorial on how to do so:

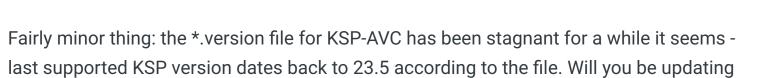












that once KSP 1.0 gets released? It would make updating easier. (I lucked out: I was just perusing the Add-on forums to check on other mod releases and noticed the new IR thread. Dunno about other players/users...)

The new IR is a MASSIVE change and improvement from the older version(s), so I imagine you'd like to get it out to everyone that uses it. There's CKAN, I suppose, but I'm not a fan of relying on standalone third-party software to update my game content. Rather have it builtin to the mod/game directly like KSP-AVC.







#### StahnAileron said:

Fairly minor thing: the \*.version file for KSP-AVC has been stagnant for a while it seems - last supported KSP version dates back to 23.5 according to the file. Will you be updating that once KSP 1.0 gets released? It would make updating easier. (I lucked out: I was just perusing the Add-on forums to check on other mod releases and noticed the new IR thread. Dunno about other players/users...)

The new IR is a MASSIVE change and improvement from the older version(s), so I imagine you'd like to get it out to everyone that uses it. There's CKAN, I suppose, but I'm not a fan of relying on standalone third-party software to update my game content. Rather have it built-in to the mod/game directly like KSP-AVC.

We noticed that \*.version is outdated and points to the wrong repository 10 minutes after release We're working on fixing that, pretty sure it will be fixed in 1.0 compatibility update.

# Edited April 21, 2015 by Ziw

a word



Quote



#### Posted April 21, 2015



I've been using the older version of IR with the model rework and expansion, with no issues, but after I updated to this version, with the model rework, my computer is experiencing massive framerate and fps stutter issues. has anyone else seen this? Just wondering if maybe the model rework isn't compatible[completely] with this new version?



Quote



Posted April 21, 2015



Did you do an in-place update or did you delete the whole MagicSmoke\* folder and reinstall the entire mod? If you did in-place, you risk keeping some files that might interfere with the mod(s). ZodiusInfuser and Ziw seem to be working together in more or less lockstep with one another and coordinating as much as possible. The Model rework was updated a few days before this was updated (despite the date in the model rework thread. Zodius didn't update it, but it was a minor update. Functionally, nothing changed: one part had some minor stat changes/tweaks. I was mainly an info update: parts have actual text descriptions now.)

Try wiping the MagicSmoke folder and re-installing the mod set from scratch.



We noticed that \*.version is outdated and points to the wrong repository 10 minutes after release 🤂 We're working on fixing that, pretty sure it will be fixed in 1.0 compatibility update.

That's cool. 🐼 Only a week or so away, so no big deal, I guess. Just wanted to point it out 

Edited April 21, 2015 by StahnAileron

Quote



Posted April 21, 2015



#### StahnAileron said:

Try wiping the MagicSmoke folder and re-installing the mod set from scratch

I did in fact, delete and reinstall the whole folder, I have had that cause problems before, but thanks for that suggestion.



Quote



Posted April 21, 2015



# vardicd said:

I did in fact, delete and reinstall the whole folder, I have had that cause problems before, but thanks for that suggestion.

Can you post our logs here? We haven't had any performance complaints yet from anyone trying out pre-release, so it's worth investigating.







ZodiusInfuser and Ziw seem to be working together in more or less lock-step with one another and coordinating as much as possible. The Model rework was updated a few days before this was updated (despite the date in the model rework thread. Zodius didn't update it, but it was a minor update. Functionally, nothing changed: one part had some minor stat changes/tweaks. I was mainly an info update: parts have actual text descriptions now.)

Indeed myself and Ziw have been in constant communication about the mods, which is why things like default presets are already included.

Thanks for spotting that omission, I updated the OP title but not the individual mod dates. Fixed now.



Quote



# Posted April 21, 2015



#### Ziw said:

Can you post our logs here? We haven't had any performance complaints yet from anyone trying out pre-release, so it's worth investigating.

Data log: <a href="https://www.dropbox.com/sh/lgp5gdfemjdyiti/AABdav1cBmicHwekwmPwtwiEa?">https://www.dropbox.com/sh/lgp5gdfemjdyiti/AABdav1cBmicHwekwmPwtwiEa?</a> <u>dl=0</u> Let me know if you need anything else in there.



Quote



Posted April 21, 2015





#### vardicd said:

Data log:

https://www.dropbox.com/sh/lgp5gdfemjdyiti/AABdav1cBmicHwekwmPwtwiEa?dl=0 Let me know if you need anything else in there.

Hmm, I dont not see anything wrong there apart from some exceptions from Snacks/AGX/KAC that should not affect performance. Can you try installing previous prerelease from IR dev thread (in my signature) and see if there is any difference in performance (maybe on a separate copy of KSP to avoid any problems on main install)?

Edited April 21, 2015 by Ziw



Quote



## Posted April 21, 2015



#### Ziw said:

Hmm, I dont not see anything wrong there apart from some exceptions from Snacks/AGX/KAC that should not affect performance. Can you try installing previous pre-release from IR dev thread (in my signature) and see if there is any difference in performance (maybe on a separate copy of KSP to avoid any problems on main install)?

I've played around with it a bit, and rolled back versions, [i keep copies of all the old versions of mods I use all the way back to .18 KSP] I do not get this error every time I start ksp. It seems to be random, as in it doesn't happen every other time, or every 3rd time, but it only happens with the latest version of IR. I'm not sure what's causing it.

Edit: I havn't tried it on a clean install, with just the newest IR will try that tomorrow after work.



Quote



# Posted April 21, 2015



Actually, what version of AGX are you using? I just found out that the 1.31-series has a memory leak that the current version (1.31h) seems to have fixed (though there is another bug that surfaced... Not a performance bug, but a functional bug for career mode. Diazo is working on it though.) If you're using version G or earlier of AGX 1.31, update it to H. I had MASSIVE stuttering problems at times. I too thought it was IR related since I had noticeable problems when I tried out IR once again. Unfortunately, I grabbed the new IR pre-releases at the same as I had updated several plugins, AGX included. AGX doesn't have KSP-AVC support it seems and I don't CKAN, so AGX updates can fly completely under the radar of users.

See if updating AGX helps.



Numero uno: the new plugin, the new interfaces, the new (I think?) amount of control you have over the speed of parts, presets, all of that are **awesome**. I love it all.

Secondly: If, like me, you are irrationally frustrated with the limits on the maximum size of robotic parts, I've got a workaround-ish solution until TweakScale interaction is improved (if it will be).

<u>Here</u> is a ModuleManager patch that does the following things for Rework parts specifically - not for Legacy:

# Things:

- 1. All robotic parts can now be scaled at relatively fine increments from 0.25x their original (normal) size to 5x. HUGE! Wooooo!
- 2. Trusses and wheels can also be scaled at these fine increments, though I didn't allow for wheels to become huge since I just don't know if they behave correctly when enormous. You can easily change this if you want.
- 3. The mass of robotic parts except at the smallest scale is increased somewhat (most Rework parts originally: 0.1t, my changes: 0.3t); this gives them slightly stronger joints. Smallest-scale parts now weigh ~ 0.02 instead of 0.025ish.
- 4. Much simplified TweakScale stuff fewer SCALETYPES to edit if you want to fiddle with scaleFactors or what have you.
- 5. Hides the three pointless (I think? I just couldn't figure these out) half-size Athlete trusses.

### Downsides:

- 1. Biggest downside: when placing parts, they start out huge and you'll have to scale them down for normal-sized ships. This is currently unavoidable if you want parts more than 1.5X (or so) the size of the originals.
- 2. Telescopic pistons didn't get upscaled they don't cooperate and I don't know why.

  Maybe someone else can figure this out. You can still make trusses match their size

  (or pretty close) since they're made to freescale.
- 3. Heavier robotic parts could be a downside too.
- 4. The original SCALETYPES for reworked parts had a cool system of matching names of scales to absolute sizes of parts this is somewhat broken with my system, but only for half-size bits like RoboTruss Lite and RoboTube parts, wheels too, I think, and maybe some others. I.e. a RoboTruss Lite part at "2x" scale will no longer exactly match every other part scaled to "2x". I think the bonuses outweigh this.
- 5. No Legacy part support. They break like the telescopic pistons. Also don't know why.

6. Didn't mess with electric charge required, so that will be way off - maybe in another version.

With some fiddling, this same thing could be done to allow 8x or 150x (or whatever) size robotic parts too, though they would be really annoying to place in the editor.

FYI: I'm totally guessing on reasonable masses for the scaled-up robotic parts, so tweaking is probably needed; maybe some stuff is totally broken. Feedback welcome!

**Edited April 21, 2015 by Accidental Disassembly** 



Quote







#### StahnAileron said:

Actually, what version of AGX are you using? I just found out that the 1.31-series has a memory leak that the current version (1.31h) seems to have fixed (though there is another bug that surfaced... Not a performance bug, but a functional bug for career mode. Diazo is working on it though.) If you're using version G or earlier of AGX 1.31, update it to H. I had MASSIVE stuttering problems at times. I too thought it was IR related since I had noticeable problems when I tried out IR once again. Unfortunately, I grabbed the new IR pre-releases at the same as I had updated several plugins, AGX included. AGX doesn't have KSP-AVC support it seems and I don't CKAN, so AGX updates can fly completely under the radar of users.

See if updating AGX helps.

If that was for me, I'm still using version 1.25D 🎡 Way outta date on that one.



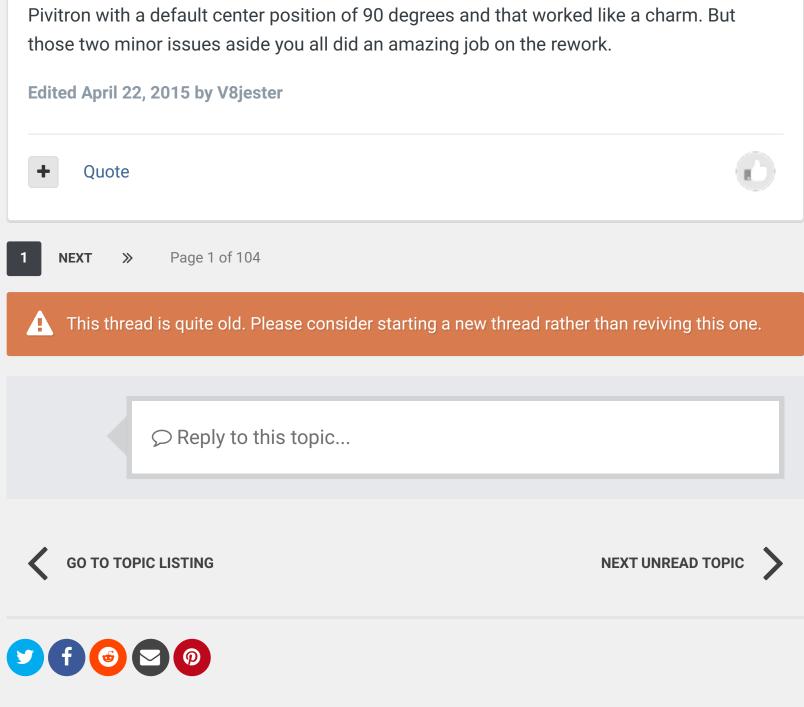
Quote



#### Posted April 22, 2015



Great work guys, I love the fact that when assigning parts to an action group you no longer need to toggle a direction on and then off again. That caused a lot of issues with some of my torture devi.... I mean machines. Also I'm having some issues getting the rotor to lock. It will turn past its adjusted preset minimum and maximum every time. Also the 180 degree Pivitron I believe it was, would not accept a new "center" position it would default to its original preset regardless of what I enter and save. I wound up using the old deprecated



Language ▼ Theme ▼ Privacy Policy Contact Us

©2018 Take-Two Interactive Software, Inc.
Powered by Invision Community