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[1.7.X] KS3P

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134

By The White Guardian, December 21, 2017 in Add-on Releases

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The White Guardian

Kopernicus Grandmaster



Members

1,843

1,679 posts

Location: Planet Custos,
Polaris GalaxyPosted December 21,
2017 (edited)

Report post



KERBAL

SPACE

PROGRAM

POST
PROCESSING

MOD

Introducing KS3P (KSP Post Processing -> KSPPP -> KS3P), a mod that aims to bring post-processing effects to Kerbal Space Program.

Ever wondered 'how come Unreal Engine games always look so smooth compared to Unity Engine? Well, that's the result of post-processing. See an example below:

12-1.jpg



Here's another demonstration from my own computer.

Without post-processing:



With post-processing:



Screenshots

They say an image speaks a thousand words. Thanks to KS3P, they may even speak more than that. Here are a couple of side-by-side comparisons.

» **Reveal hidden contents**

Features

- Make KSP look better than ever, with post-processing effects!
- Low CPU and GPU cost!
- Works with and alongside all your favorite mods! (Including CameraTools!)

But it gets better...

- KS3P is fully configurable, meaning that every post-processing effect can be fine-tuned. Modders can even set up

effect configurations to be scene-specific

- KS3P has several features to play with:

- Anti-Aliasing (FXAA or TAA)
- Ambient Occlusion
(Note: does not work right in Unity 5.4.0, but should work like a charm with KSP 1.4)
- Screen Space Reflection
- Depth of field
- Motion blur
- Eye adaptation
- Bloom & lens dirt
- Color grading
- Tonemapping (Make the colors pop by harnessing the ACES

filming and the manual

DOWNLOAD

Mod: [SpaceDock \[V6.1 for KSP 1.7.X\]](#)

Source code: [GitHub](#)

Documentation:

<https://docs.unity3d.com/Packages/com.unity.postprocessing@2.1/manual/index.html>

In-Game editor:

Open-close with Left-Alt + 3.
Documentation on the way.

Edited July 5, 2019 by The White
Guardian
Hotfix

[+ Quote](#)

You, Alcentar, Greatness101 and
83 others like this



JEB'S DESTINY

Recycles rockets for more
ROCKETS



Posted December 21,
2017

[Report post](#)



Looks pretty good, might try it.

[+ Quote](#)

Abpilot and SamBelanger like
this



Members

[+ 13](#)

106 posts

Location: Stuck in launch pad

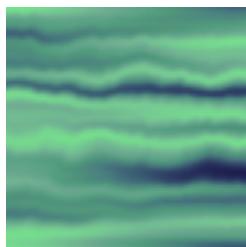


?

?

Mrcarrot

Emiko Station Replicator



Members

+ 565

652 posts

Location: Messing with the
Discord API

Posted December 21,
2017

Report post



Wow! Better KSP graphics *and* low CPU
usage, you've done it!



Quote

inkoalawetrust, JEB'S DESTINY
and SamBelanger like this



TheProtagonists

Crossover Galore



Members

+ 668

323 posts

Location: The Multiverse

Posted December 21,
2017

Report post



Can someone help me find my jaw?

I think I had it just a second ago...



Quote

avalancha, minepagan,
Mining15 and 14 others like this





minepagan

Craft File Connoisseur



Members

+ 503

858 posts

Posted December 21,

2017

Report post



On 12/21/2017 at 5:56 PM,



TheProtagonists said:

Can someone help me find my
jaw?

I think I had it just a second ago...

It's right there on the floor, in the middle
of the big dent.



Quote

AndrewDraws, Mrcarrot,

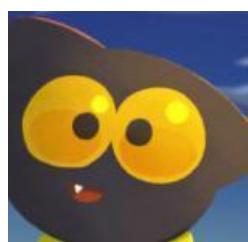
TheProtagonists and 7 others

like this



DeltaDizzy

Documentation Mastermind



Posted December 21,

2017

Report post



@The White Guardian The comparsion
pictures from your own computer dont
show up.

Members

+ 1,727
1,105 posts



Quote

SamBelanger likes this



Official Kopernicus Wiki!

| Please Contribute Here!

The White Guardian

Kopernicus Grandmaster



Members

+ 1,843

1,679 posts

Location: Planet Custos,

Polaris Galaxy

Posted December 21, 2017

Report post



On 12/21/2017 at 6:32 PM,



DeltaDizzy said:

@The White Guardian The comparsion pictures from your own computer dont show up.

That's odd... I'll work some magic.

@DeltaDizzy can you see them now?



Quote

SamBelanger and Stone Blue like this



**ARKAS
MAINTAINER**

THERE'S SOMETHING HUGE!
RIGHT BEHIND DUNA

PROCEED WITH
EXTREME CAUTION

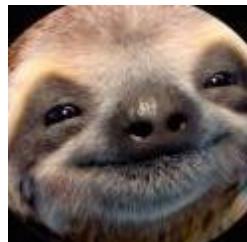


CYRAN
THE FIRE GIANT
EATER OF MOONS
AND JOOL-FIVERS

**TOTAL REBUILD
DEVELOPER**

Stone Blue

Junior Rocket Scientist



Members

+ 1,584

3,719 posts

Posted December 21,

2017

Report post



On 12/21/2017 at 6:45 PM, The White Guardian said:

@DeltaDizzy can you see them now?

Delta cant see ANYTHING... He's Dizzy...

but yes, they show for me now (didnt before)



Quote

DeltaDizzy, SamBelanger and JadeOfMaar like this



JadeOfMaar

The Purple Gaelean



Members

+ 6,931

5,213 posts

Posted December 21,

2017

Report post



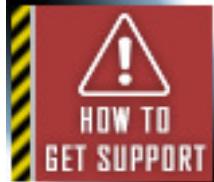
@The White Guardian You tease. You make epic mod but your screenshots aren't KSP. (SpaceDock cover is not enough)



Quote

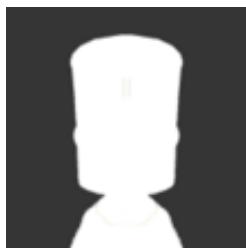
SamBelanger, TheProtagonists, hab136 and 2 others like this





Horman

Spacecraft Engineer



Members

+ 4

163 posts

Posted December 21, 2017

[Report post](#)



Can someone post an KSP IG Screenshot using this?



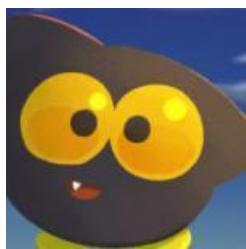
Quote

SamBelanger, JadeOfMaar, Aerospacer and 1 other like this



DeltaDizzy

Documentation Mastermind



Members

+ 1,727

1,105 posts

Posted December 21, 2017 (edited)

[Report post](#)



On 12/21/2017 at 6:48 PM,



Stone Blue said:

Delta cant see ANYTHING... He's Dizzy... A small cartoon illustration of a face with a wide, circular mouth and a slightly tilted head, suggesting dizziness.

Why are you like this...

On 12/21/2017 at 6:45 PM,



The White Guardian said:

That's odd... I'll work some magic.

@DeltaDizzy can you see them now?

yep, but some ksp ones would be nice.

Edited April 23, 2018 by DeltaDizzy



Quote

SamBelanger, JadeOfMaar and
Stone Blue like this

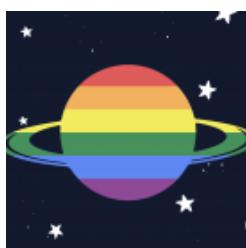


[Official Kopernicus Wiki!](#)

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AndrewDraws

Constellation Configurator



Members

1,032

1,013 posts

Location: Gliese 667Cc

Posted December 21,
2017 (edited)

[Report post](#)



Oh my lord.

I can't wait to see screenshots from KSP with this! KS3P will definitely be up there with EVE and scatterer.

Edited December 21, 2017 by
AndrewDrawsPrettyPictures



Quote

SamBelanger likes this



SamBelanger

Inactive account



Members

+ 490

440 posts

Posted December 21, 2017

Report post



GG!!!! A smiling emoji with a green head and a red bow tie.



Quote

AndrewDraws likes this



Gameslinx

Celestial Terraformer



Members

+ 2,233

2,240 posts

Location: Underneath the terrain

Posted December 21,

Report post



2017

Glorious. Glorious. Glorious.

If only I could give a thousand rep.



Quote

kerbinorbiter, Mrcarrot,

AndrewDraws and 2 others like this



B E Y O N D H O M E A small grey close icon.

Galileo

Charlie Munman



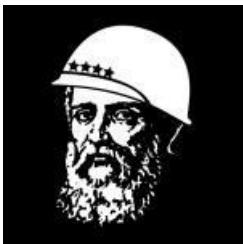
Posted December 21,

Report post



2017 (edited)

I can't test now, but is this configurable via MM, or will I be forced to use a UI like I am with Distant Objects Enhancements and set everything up



Members

+ 7,730

7,243 posts

every time I reinstall it?? (I absolutely hate that about DOE. I could go on a tangent but I'll stop here)

Edited December 21, 2017 by Galileo



Quote

DeltaDizzy, SamBelanger and

Murdabenne like this



kjack1111

Curious George



Members

+ 84

115 posts

Posted December 21, 2017

Report post



Does this work with GPO?



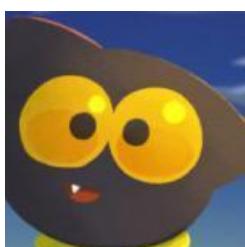
Quote

SamBelanger likes this



DeltaDizzy

Documentation Mastermind



Members

+ 1,727

1,105 posts

Posted December 21, 2017

Report post



On 12/21/2017 at 7:18 PM,



Galileo said:

I can't test now, but is this configurable via MM, or will I be forced to use a UI like I am with Distant Objects Enhancements and set everything up every time I reinstall it?? (I absolutely hate

that about DOE. I could go on a tangent but I'll stop here)

You edited that message, in which you stopped yourself from going on a tangent. I agree that MM editing should be a thing.



Quote

SamBelanger likes this



Official Kopernicus Wiki!

Galacticvoyager

Budding Galaxy Developer



Members
+ 577
461 posts

Posted December 21,

2017

WITH POST PROCESSING! MY GALAXY
SHAN'T LOOK LIKE ABSOLUTE
GARBAGE!
HAHAHAHAHAHAHAHAHAHAHAHAHA
HAHHahahahahahahahahahahahahah-
OK this isnt funny anymore.



Quote

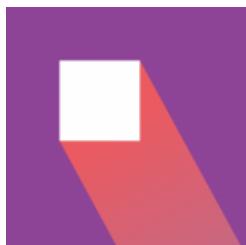
Matuchkin likes this



MY CRAFT ON KERBALX

CalvinWinz

Bottle Rocketeer



Members

+ 8

14 posts

Location: Moho/Eeloo
temperature in CA.

Posted December 21,
2017

Report post



On 12/21/2017 at 5:24 PM,
The White Guardian said:

- Low CPU and GPU cost!

My laptop just breathed a sigh of relief.
Time to find out...



Quote



Kerbal

Sr. Spacecraft Engineer



Members

+ 535

374 posts

Location: On a wrong planet!

Posted December 21,
2017

Report post



How do I configure this? I don't like the
dirty lens, vignette and chromatic
aberration effects. Thanks.



Quote

Jognt likes this



Posted December 21, 2017

cy4n

Sr. Spacecraft Engineer



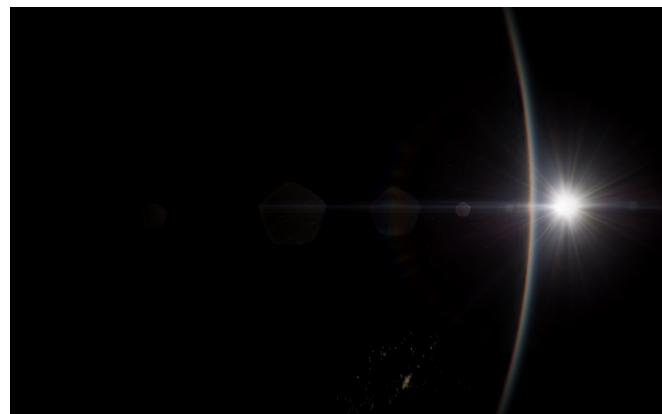
Members

+ 308

285 posts

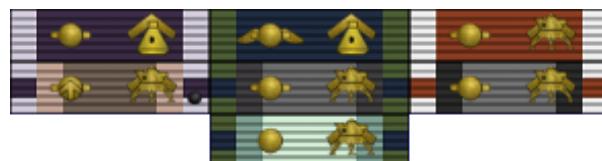
Location: Earth... for now

You are a genius.



Quote

Matuchkin likes this



A History of Kerbal Space-Flight

"Every journey begins with a single step" – Louis Armstrong

Kerbital

Sr. Spacecraft Engineer



Members

+ 535

374 posts

Location: On a wrong planet!

Posted December 21,

Report post

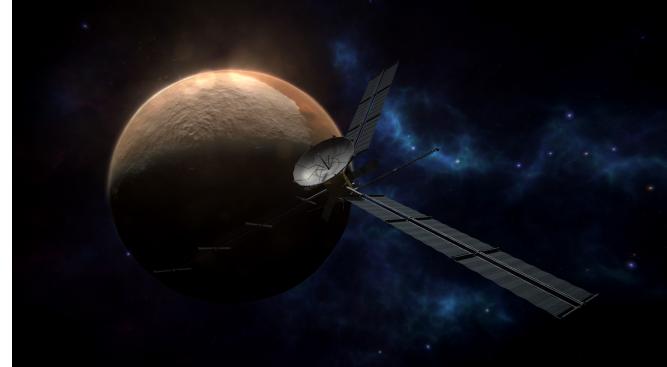


2017 (edited)

Few screenies. Full size. Unedited.

Mind you, this is with 8x AA already. As soon as I know how though I'd disable the dirty lens, vignette and chromatic aberration. Otherwise looks pretty:)

Thanks.



Edited December 21, 2017 by Kerbital



Quote

Gameslinx, The-Doctor,
TotallyNotHuman and 9 others
like this



The White Guardian

Kopernicus Grandmaster



Members
+ 1,843
1,679 posts
Location: Planet Custos,
Polaris Galaxy

Posted December 21,

2017

Report post



Hey all, brief moment online before I call it a day.

First order of business: disabling effects. ([@Kerbital](#))

The configuration for the post-processing is found in KSPDirectory/GameData/KS3P/Config.cfg

In there, you'll find a list of 'Config nodes', each of them named 'Post_Processing'. Inside them is a value labeled 'Scene'. This shows that scene that setup is for.

Each scene contains a bunch of sub-nodes, the name of each sub node identifies what effect it is for. For example:

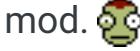
```
Post_Processing
{
    Scene = MainMenu
    Vignette
    {
        //Stuff
        here
    }
}
```

The above code would add a vignette to the main menu. Mind you, you can only have one profile per scene. If multiple profiles per scene are detected, only the first one will be applied.

To disable an effect entirely, remove its sub-node. When loading the configuration, KS3P checks whether or not the node of a specific effect exists. If not, that effect is disabled. The effect is also disabled if a parsing error occurs when loading that particular effect. So, to remove chromatic abberation and the vignette, delete their sub-nodes from each scene you don't want them in.

As for the lens dirt, that's actually a part of the 'Bloom' effect. To remove it, simply comment out the entry 'Dirt_Tex' for each scene where you don't want it. (Ergo, change it from 'Dirt_Tex' to '//Dirt_Tex'). This will internally yield a value of 'null', which KS3P will take as 'we don't want lens dirt effects. While on the subject of the dirt texture, the value directly below Dirt_Tex, Dirt_Intensity, controls how 'visible' the dirty lens effect is. You can also set this to zero to disable the effect.

Next, compatibility. @kjack1111 , KS3P has absolutely nothing to do with the planetary system. It works by inserting a few things into the rendering pipeline.

Ergo, when the computer produces a 'frame' (on average, computers do this 60 times per second, hence the term 60 FPS (Frames Per Second), KS3P adds a bunch of effects on top. This means that it is 100% compatible with any planet mod, although fine-tuning it may be necessary in some extreme cases. So, feel free to use it with any mod. 

Then module manager. @Galileo currently KS3P does **not** support Module-Manager patching, but worry not. I've added that feature to my local, half-finished copy of the upgraded INSTANTIATOR, and I can add it to KS3P too. I'll just have to look up how I did it again. Currently, when loading the configuration, KS3P grabs a config file of which the location is set in stone, and processes that particular config file for the settings. What I did with INSTANTIATOR (huge thanks to @Thomas P. there) was search through the entire GameData folder for INSTANTIATOR config nodes. I should be able to add this feature to KS3P in a matter of days. (By that I mean that I aim to release a hotfix with this feature tomorrow)

As for why I don't have any KSP screenshots up there ([@JadeOfMaar](#) [@Horman](#) [@DeltaDizzy](#) [@AndrewDrawsPrettyPictures](#)), let me share how the idea behind KS3P came to be, then it'll make sense.

You see, I've wanted to add post-processing to KSP for a while now, but I was under the assumption that Unity 5.4.0 (the version KSP uses) was too old for the post-processing shaders. Therefore I had been waiting for the 1.4 update, with the transition to Unity 2017, to make KS3P a reality. Imagine my surprise when I imported the shaders into a 5.4.0 project and found out that most of the shades worked like a charm. That was three days ago.

After that I put pedal to the metal and worked on KS3P non-stop. The problem is, I had been using my KSP install to work on my mod *Evolution*. I couldn't really make in-game screenshots because the planetary system is currently uprooted on my end...

I'll make a couple of screenshots with [@Galileo](#)'s legendary SVE pack installed tomorrow.



Quote

Esquire42, DeltaDizzy, Jognt and

4 others like this



ARKAS
MAINTAINER

THERE'S SOMETHING HUGE!
RIGHT BEHIND DUNA

PROCEED WITH
EXTREME CAUTION



CYRAN
THE FIRE GIANT
EATER OF MOONS
AND JOOL-FIVERS

TOTAL REBUILD
DEVELOPER

kjack1111

Curious George



Members

+ 84

115 posts

Posted December 21,
2017

Report post



On 12/21/2017 at 8:31 PM,



The White Guardian said:

Next, compatibility. @kjack1111 , KS3P has absolutely nothing to do with the planetary system. It works by inserting a few things into the rendering pipeline.

Ergo, when the computer produces a 'frame' (on average, computers do this 60 times per second, hence the term 60 FPS (Frames Per Second), KS3P adds a bunch of effects on top. This means that it is 100% compatible with any planet mod, although fine-tuning it may be necessary in some extreme cases. So, feel free

to use it with any mod. 🖼

Awesome!



Quote

The White Guardian likes this



Kerbital

Sr. Spacecraft Engineer



Members

+ 535

374 posts

Location: On a wrong planet!

Posted December 21,

Report post



2017 (edited)

@The White Guardian - I commented out the subsections. Thanks!

Edit: That seems to break the bloom effect:

Bloom

{

//Bloom settings

Anti_Flicker = true

Intensity = 0.89

Radius = 6.5

Soft_Knee = 0.78

Threshold = 1.13

//Lens dirt settings

//Dirt_Tex =

KS3P/Textures/LensDirt02

//Dirt_Intensity = 5

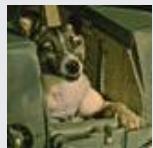
}

Edited December 21, 2017 by Kerbital



Quote





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