

More

Search...



IRC Chat

KSPTV

KSP Wiki

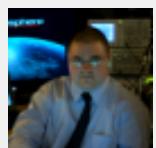
Get Mods!

Store

Activity ▾

Forum ▾

Home Social Media Add-ons Add-on Development > Unread Threads since my last visit Mark site read
KSR Airports for KerbinSide Remastered



KSR Airports for KerbinSide Remastered

 Following ▾

23

By AdmiralTigerclaw, June 12, 2018 in Add-on Development

Rate this topic



Start new topic

Reply to this topic

1 2 3 4 5 6 NEXT »

Page 1 of 6 ▾

AdmiralTigerclaw Posted June 12, 2018 (edited) [Report post](#)

Sr. Spacecraft Engineer



Members 262
741 posts

Kerbine Side Remastered: AIRPORTS (or KSR Airports)

Bringing my development over here since I think I've cluttered up [@Eskandare](#)'s thread enough.

Anyway... KSR Airports will be adding additional 'bases' to stock Kerbin in the form of Airports. Airports inspired by the design of actual airports. I say inspired because I will not be mapping real airports.

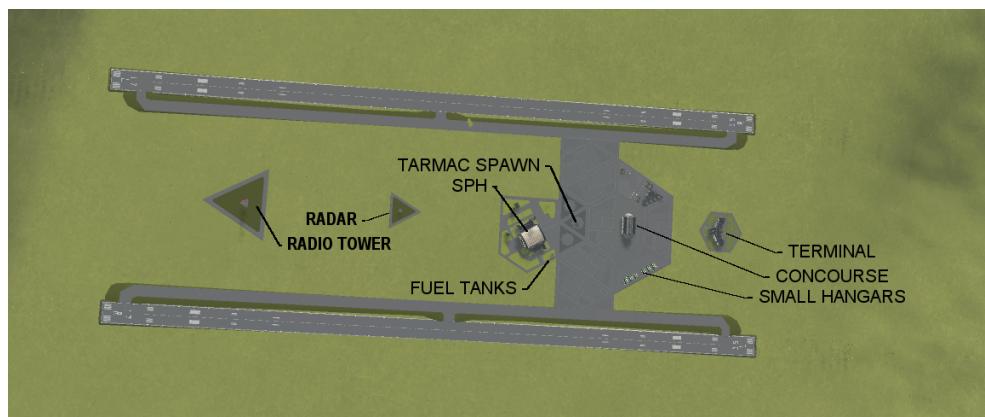
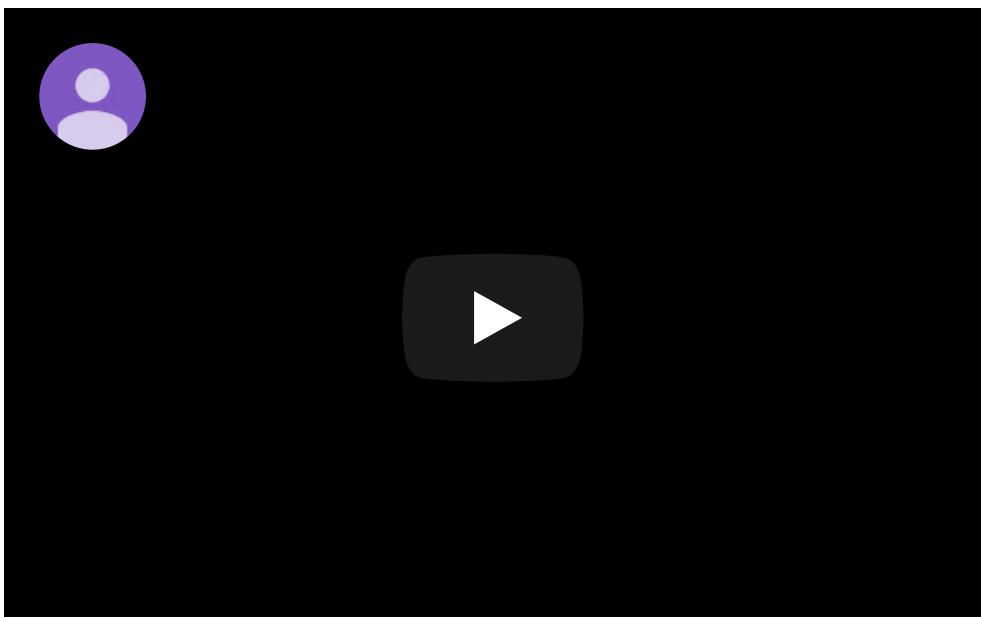
Here is, more or less, the battleplan:



KSR Airports will contain no less than ten International Airports, twenty Regional Airports, and more than likely 40+ local airports.

Each airport class is aimed at supporting aircraft of approximate scale while utilizing Kerbal Konstructs to provide services such as refueling, Instrument Landing System, and more.

Now, prepare to take a short, if slightly grainy, tour of KSR Airport's first airport to be made: BADLANDS INTERNATIONAL. Located, you guessed it, in Kerbin's badlands.



Beyond this, there are more features to be had with KSR Airports. Features that aren't in KSP proper, but are given to you outside of the game.

Charts!

No, really... Charts. Because pretty airports are pretty, but making the most out of them comes with **KNOWING** them.

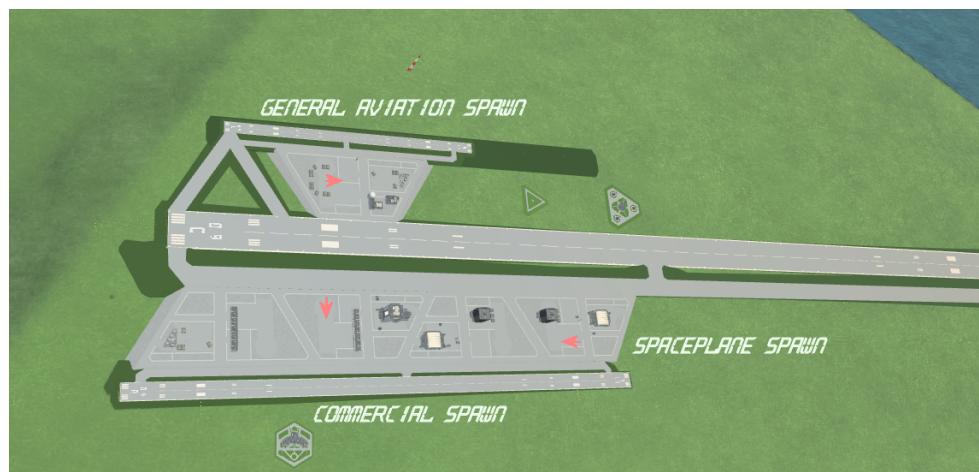
	AIRPORT	IATA_CODE	Latitude	Longitude	Altitude	MSL	Pvs	Runway // Length	Sec Runway // Length	3S Runway	3S Heading	Services	Remarks	
Spaceports	Nell Armstrong Interstellar	S-WARM	0	0	927	927		9	99 deg	LFO	MPHSNSLRPAPR			
	Krakenbane Galactic	S-EKBN	0	121.95	445m	992/27C // 7500m	992/27L // 3200	9R	99 deg	LFO	MPHSNSLRPAPR	Spaceplane Runway (9IC) is West Approach Only		
International Airports	Baldans International	X-GBLN	-14.49	41.07	276m	1TR/15R // 3200m	1TR/35L // 3200m	17L	170 deg	F/H/S/L/S/P/APR				
	Cottonmouth Continental	X-WCMC	34.55	137.49	95m	9624/2 // 3200m		12/23 // 3200m	6	85 deg	F/H/S/L/S/P/APR	RW 36 High Approach Angle with Tail Landing Lights		
	Uledia M. Kerman International	X-ZBWK	29.22	21	21m									
	Coral Cove International	X-OCCI	45.1	232.3	231m	26/9 // 2200m	26/17 // 2200m	25	250 deg	F/H/S/L/S/P/APR	Lage radio tower in proximity to flight lines			
	Mystic Lake International	X-SMLI	58.17	313.91	560m	10/28 // 2200m	16/24 // 3200m	10	105 deg	F/H/S/L/S/P/APR				
	Cape Hook Global	X-KCHG	8.67	276.75	50m	33/015L // 3200m	33/145R // 3200m	13R	330 deg	F/H/S/L/S/P/APR				
	Bigfoot International	X-NBFI	61.3	73.25	76m	93/21 // 3200m		3	20 deg	F/H/S/L/S/P/APR				
	BottomsUp International	X-UBTU	56.49	30.66	55m	12R/30L // 3200m	12L/0R // 3600m	12R	120 deg	F/H/S/L/S/P/APR	RW 12 Approach has hill close to lower angle of glide slope just beyond end of runway			
	Port Hart International	X-WPHI	13.38	203.61	21m	9624 // 3200m		12/29 // 3200m	6	65 deg	F/H/S/L/S/P/APR	Approaches descending shallow turns		
	Regional Airports													
	Booster Flatts Island Air Park	I-KBFI	8.85	297.84	55m	992/27 // 1700m	NONE	NONE	N/A	F/H/S		None		
	Lou's Tropical Floatplane Stop	I-LOUS	21.87	236.33	0	WATER	WATER	NONE	N/A	F/S		Floatplane and VTOL aircraft	ON/WAY	

On top of creating the 'International Kerbal Aviation Organization' or IKAO letter code for geolocation, and providing a map of those areas, KSR Airports provides you with a simple-format chart that tells you the most critical points of each airport. It's type, it's name, the IKAO code, it's location and altitude, runway characteristics, services provided at that airport, and hazards you may find in the area when trying to land. EVERY airport made for this mod will be in this chart. The chart will also contain Eskandare's bases and their characteristics, though some of those may be hidden. The chart will be kept in XLS format. So Open Office will be your friend if you aren't besties already.

Now for some images:



"The picture says it all." That's the largest airport/spaceport entity I've made to date.



"The location and direction of the spawns on the Spaceport."





FAQ:

"Is this mod compatible with old Kerbinsi-"

No. Old Kerbininside's assets are locked behind less open licenses. Thus, old kerbininside's bases and assets are not installed, and will in fact BREAK KSR Airports.

"What versions of KSP will this be compatible with."

KSR Airports will be compatible with versions of KSP by association of the dependency mods. In this case, whatever Kerbininside Remastered will work with, KSR Airports will too. And KSR Airports is dependent on Kerbal Konstructs. Your only concern is to keep an eye out for a potential version mismatch with KSR itself. The initial release of KSR has a known issue with some of the specifics of the static models that may be fixed in a new

version. These issues are not ones that affect gameplay in themselves, but will cause a problem with the placement of statics in the airports. If/when the statics models get fixed, I'll have to ensure the next version of KSR airports has the statics' positions adjusted to compensate.

"Does this mod have Dependencies?"

This mod requires Kerbal Konstructs and Kerbininside Remastered to function.

"Will this work with RSS or other Kerbin rescales?"

Short answer: No.

Long answer: The way the placement system for statics works, imagine Kerbin as a deflated balloon. Now take a marker and put a group of dots close together on that balloon. These dots represent the statics used in a single airport. Now inflate the balloon. You may visualize that those dots now spread out as the balloon expands. The same thing would happen to the placement of the airport statics. Each static is placed with an absolute position related to Kerbin itself, not each other. Thus, applying KSR Airports to any rescale of Kerbin, be it RSS or just one of the dozen some odd rescale mechanics, would result in nothing but a wide field of scattered objects.

"Okay, would you make KSR Airports for RSS or [INSERT RESCALE HERE]?"

I won't. You're welcome to try.

"What license is KSR Airports using?"

KSR Airports and KSR Airports-specific support, data, and map assets are distributed with a GNU General Public License independent of Kerbininside Remastered or Kerbal Konstructs.

"Can you add some more things to your airports? Like Kerbininside Campus did with KSC?"

To answer this question in a way that establishes the gravity of your request, I direct you to open the Airports Folder, open the Spaceports Folder, and then open KrackensBaneGalactic. That wall of files represents one or more objects PER FILE that I have to manually place, align, and double check. Each of these airports takes as much as 12 to 16 hours to fully establish. And there are, planned at least, 2 spaceports, 10 International Airports, 20 Regional Airports, and likely 40 Local airports. To perform this bit of landscaping to make these places more pretty requires the placement of assets that serve the pretty-fying function. I should also mention that at the time this FAQ was written, those assets don't exist for Kerbininside Remastered. I can't place assets I don't have. And even if I had them, doing that work would be a full-time job for several months. Also, the more assets I add, the harder it is on your systems. Please think of the GPUs.

"Would you consider putting airports where the old Kerbininside bases were?"

No. At least not on purpose. For two reasons. One, is that I'm sure that Eskandare's bases will cover some of those fronts. He already has a rehash of Round Range after all. And two, several of old Kerbininside's bases were placed in locations, I would (charitably) call, INSANE. While a VTOL base may make sense to sink 500 meters into a half-kilometer wide crater in the middle of a mountain range for a super-villain's evil lair, KSR airports is trying to establish bases that AREN'T attempts at playing skiiball with passenger's lives. So airports are placed in SANE locations. Most of them at lower altitudes, where lift for aircraft will be at its maximum.

"Why is an airport here, and not there?"

In placing airports, I'm applying logic. For example, Spaceports are on the equator, because spaceplanes more than likely want the best planetary-rotation-assisted launch

possible, and a nice equator orbit to start with. So the Spaceport runways are ON the Equator line, to the fourth decimal place. The international airports, as another example, are major hubs that would logically be near or in major cities. Major cities have major populations, that need major resources, like water. No water, no life. So International Airports, as you might note, are a stone's throw away from a major water source of one type or another. Other airports will be placed with similar, though maybe less stringent rules. I am not placing 'challenge' bases where landings are hard for the sake of the challenge. That's not how you place airports.

"Can you make an airport that looks like [REAL WORLD AIRPORT HERE]?"

No. To explain, the statics available to me to use do no support the customization and complexity of real world airports. The effort required for reproduction very quickly get out of hand and be very intense on your computer due to having to use excessive, impractical statics. As an example, update 0.0.2 of KSR Airports has JMK International, started by BottleRocketeer 500. After over a month of attempts to replicate JFK International, the attempt was abandoned due to afore mentioned difficulties and I simplified the work.

"What about some Polar Bases?"

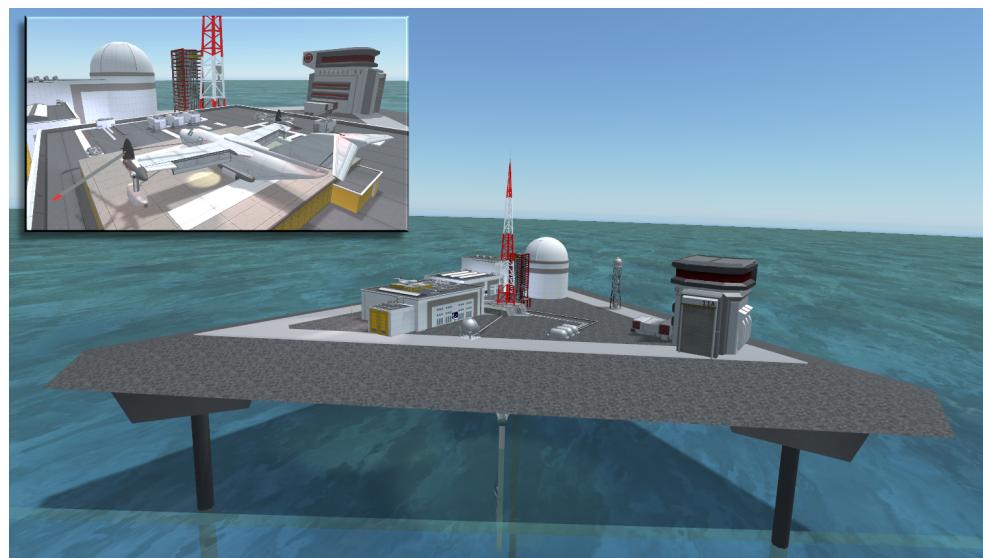
Use some logic here. I'm building an airport network for a virtual population. WHO lives at the poles?

In all seriousness, KSR Airports will not contain Polar Bases as part of the main airport sets. I may slap down a secret one, but it'll be logically built to be more like a polar research base than an airport. But I'm going to wait to see what Eskandare puts out before I deploy my own.

"What kind of secret bases are you planning, then?"

Secret, secret bases.

Okay, every base is going to have an entry in the chart. But I'm hiding the 'secret' ones. You can still look into them if you know how to unhide them. But I'll be making the secret bases show up as anomalies for scanning. You'll have more fun if you search for them that way. But the secret bases won't be airports. They'll be more like private facilities, oil rigs-



(ABOVE IMAGE: Experimental Rig...)

-and maybe some land bases for resource running. I need to also check with Eskandare and his work on his 'Supply and Demand' mod addition. So what I do make for secret bases right now, will be few.

"Uh, this island airport's missing a runway!"

Read your chart before you panic. If you just loaded up at Loui's Tropical Floatplane Stop... Well, keyword "FLOATPLANE". That, and the chart will tell you the runways don't exist and are WATER. The hazard section will also tell you what you need to know. There will be more than one of these floatplane bases. Because having only one is... kinda boring.

"Okay, but is this airport over here supposed to be missing entirely?"

That might be a bug. Probably caused by you opening the KK editor menu and messing with something. But it is not a bug due to KSR airports. I direct you to the readme file

labeled 'ReadMeRightTheHeckNow' and implore you scroll down to known issues. Do your homework. That's why I provided extensive charts, a huge readme, and maps.

Game Manuals... It's a lost art, man.

"Are you sure these bugs aren't KSR Airport's fault?"

KSR Airports consists of zero percent original code. All work done in-game is through asset spawning and arranging through Kerbal Konstructs, using assets provided by Eskandare. Any faults that cause major glitches should be directed to them. I am merely a brick layer. I cannot vouch for the bricks themselves.

"Will there be some contract packs for KSR Airports?"

It is my intent, that KSR Airports be significantly built up, that those who do the coding for contract packs pick this up and make them. However, I myself have no experience working on the code for contracts. I have been poked and have poked the KerbinSide GAP thread with my thoughts on contracts. Give them your support, and you will surely see contract packs coming to life.

"Why do the spawn points for the airports all have weird letter naming in front of them? Like X - K - Whatevernational?"

Organization in a list. Kerbal Konstructs' base selection menu that you use in the SPH or VAB sorts everything into alphabetical order. With an airport list that's likely to be 70+ entries long, you don't want to go scrabbling through trying to pick internationals out from Locals and Regionals. So in the name of the spawn points, I place the airport size designator (S, X, R, or L), and the ICAO region letter. This will keep airports of like-size clustered so that you may find them more easily.

"I've installed KSR Airports, but it's not working."

If by 'not working' you mean no airports are showing up, then you have two potential problems.

- 1: Kerbal Konstructs is not installed, or is not the correct version.
 - 2: KerbinSide Remastered is not installed. KerbinSide Remastered supplies the assets. No assets, no airport.
- The End.

"I've installed the airports and they appear to be working, but the preview images are saying 'no preview available'."

You did not install KSR Airports into the right place. Each spawn point for KSR airports uses a directory address that only works correctly if KSR airports is installed into the KerbinSide Remastered folder. Review the ReadMeRightTheHeckNow file for installation instructions and ensure you did things right.

"Some of the base spawn icons are missing in the tracking station. I can't find Loui's, for example."

Turn on 'OTHER' from the view selection list. If it doesn't have a traditional runway, I didn't assign it a Runway category icon. To turn on or off the icon filters, go to the tracking station or map view, and select the KK button. A row of additional buttons will appear. Tooltips should tell you what each button represents when you mouse over them. The 'OTHER' is the triangle.

"I'm using Real Fuels, but the bases won't change from Liquid Fuel to Kerosene and AvGas."

Class, please open your ReadMeRightTheHeckNow file to section six, and note the explanation and procedure. Until a patch is made that can force that over, you'll have to do it the long way.

"Your folder structure is needlessly complicated. All these files could be squeezed down into one folder and all

the runways could be packed into one big runway file."

Organization through compartmentalization. If I tell you 'open the folder airports > International > CoralCoveInternational' and tell you to open the file named 1700c runway... I know blindly that you are opening the runway file for Coral Cove International that has the launch site parameters built into it. If I tell you, knowing this, to go open the spawn information on Lou's Tropical Floatplane Stop. I know you're going to dive into airports > Local > LouisTropicalFloatplaneStop > 1700cRunway. In this manner, I trade some complexity up front, for an intuitive way to keep edits to airports isolated, and work easy to follow.

"How does the TARMAC spawn work?"

The TARMAC spawn is just me using existing assets in a clever manner. I spawn a runway static (usually the 1700 meter C), which has a built-in launch-site spawning point located in the model. I shrink this to as small as it will get, then place it on the TARMAC somewhere that looks like a good parking spot. I then alter the colorable grass to be bright yellow. This makes it look kind of like a strangely placed speed bump with a yellow outline. Kind of like a parking stripe. These will remain in this fashion unless a dedicated 'parking spot' static is created to take their place.

"You forgot to put a spawn point on one of your bases. I can't see it on the map or spawn at it."

No I didn't. I just don't want you to spawn there. I want you to create an aircraft capable of getting there and landing, then taking off again. This will be reserved for the aforementioned 'secret' bases. Mainly because if they work along side Supply and Demand's game style of sourcing things for logistics, I want to deter spawning right on the spot, buying supplies, then selling them by vessel-recovery.

"Okay. So asking the most important question last

instead of first, and somehow knowing all the other things to ask without ever seeing it, where can I get KSR Airports?"

Get the latest version at my GitHub link below. Please pardon the mess, I'm not experienced using GitHub.

DOWNLOAD KSR **AIRPORTS ON** **GITHUB**

"Awesome. But hey, I want to help with this. How can I do so?"

I'd ask you to pay my car payment so I don't have to work so much (\$505/mo. just in case that offer DOES get dropped on the table...), but I think that's asking a bit much. Instead, just keep an eye on my development thread. If I need something, I'll ask. Heck, my next post will probably be asking about airport names. Not that I'm psychic or anything...

Edited June 27, 2018 by AdmiralTigerclaw

MOAR IMAGES!



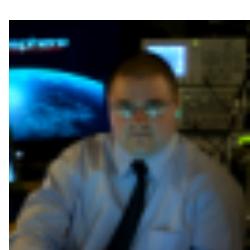
Quote

You, smotheredrun, SpannerMonkey(smce) and 11 others like this



AdmiralTigerclaw

Sr. Spacecraft Engineer



Posted June 12, 2018 (edited)

Report post



So, my first order of business in this new thread is brainstorming ideas for airport names. I've got ten international airports, and two spaceports named.

Members
+ 262
741 posts

But that leaves us with 20 Regionals, and numerous locals.
If anyone has ideas, feel free to post. Feel free to be silly,
but not TOO silly.
What sounds good, goes in the list below and will fill it in.

Regionals

- ~~Manley Regional~~ **COMPLETE**
 - ~~Brester Bay Regional~~ **COMPLETE**
 - ~~Yeager Point Regional~~ **COMPLETE**
 - ~~Atlas Valley Regional~~ **COMPLETE**
 - ~~Angel Island Regional~~ **COMPLETE**
 - ~~Goldpool Regional~~ (*Bottle Rocketeer chose to copy the name from old KS*)
COMPLETE
 - ~~Phantom Sea Regional~~ **COMPLETE**
 - ~~Seagull's Roost Regional~~ **COMPLETE**
 - ~~Ernest K. Gann Regional~~ **COMPLETE**

Locals

- Cherry Sky Park
- Green Peaks **COMPLETE**
-

etc... (I'll add 'slots' as these fill in.)

Edited August 3, 2018 by AdmiralTigerclaw



Quote



Kardea

Bottle Rocketeer



Members

10

77 posts

Posted June 12, 2018 (edited)

Report post

So, just spitballing here:

Regional suggestions:

- Yeager Point Municipal
- Atlas Valley Regional
- Kergarin Aerodrome

Local suggestions:

- Mount Pleasant
- Broken Arrow
- Kerbington Downs
- Golden River

Also: "Area 42" as a hidden military-style facility with large runway out in a desert somewhere?

Edited June 12, 2018 by Kardea



Quote



Dimas152

Space Gopnik



Posted June 12, 2018

Report post



a simple suggestion

International airport in region O island, two runways, name it "Soekerman-Gatta Intl", runway pointing 25 and 7 deg



Quote



Members

+ 194

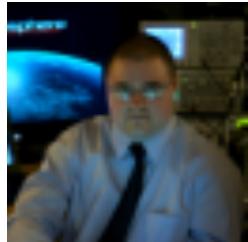
415 posts

Location: Planet Bekasi



AdmiralTigerclaw

Sr. Spacecraft Engineer



Posted June 13, 2018

Report post



On 6/12/2018 at 12:58 PM, [INDO]dimas_1502



said:

a simple suggestion

International airport in region O island, two runways, name it "Soekerman-Gatta Intl", runway pointing 25 and 7 deg

Members

+ 262

741 posts

I looked at the airport when you posted it in the other thread. Unfortunately, it was too sophisticated to deal with. As it stands, I'm not trying to mimic any airports directly. And the Intl Slots are all full at this point. You can still suggest names though. I got a regionals list that needs some ideas.

@Kardea

I'll poke at your list at some point. Also, for the Area 42 (which is actually double-deceptively clever), might poke Eskandare with that. I have an idea for a base on the island just off the south pole. I would end up calling it

something cold-themed... Like "Frostbyte Chair Force Base".

Flavor Text: "The safety of Kerbal shipping rests in the capable hands of the pilots of Frostbyte, a remote Chair Force base in the far southern hemisphere. Parkas and hot cocoa standard issue. Some say deployment to Frostbite is a dead-end career. To the pilots of Frostbyte, who get to drop bombs on icebergs just off shore, they get all the boom they could ask for, and none of the hospital time that comes with being a rocket-jock."

+ Quote

Dimas152, theonegalen and Bottle Rocketeer 500 like this



Bottle Rocketeer 500

Senior Rocket Scientist



Members

+ 406

1,051 posts

Location: Flying a KS-120 to
Cape Hook Global

Posted June 13, 2018 (edited)

Report post



@AdmiralTigerclaw For the first regional's name, if you meant Scott Manley's last name, then there is an E.

Also, maybe call one of the regions:

Booster Bay Regional

Edit: Also, maybe:

Bob Kerman Regional

Bill Kerman Municipal

Edited June 13, 2018 by Bottle Rocketeer 500

+ Quote



[Doing it Orion](#)

AdmiralTigerclaw

Sr. Spacecraft Engineer

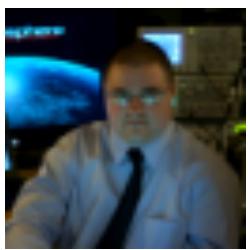


Posted June 14, 2018 (edited)

Report post



Good call on the name, I mistyped.



Members

262

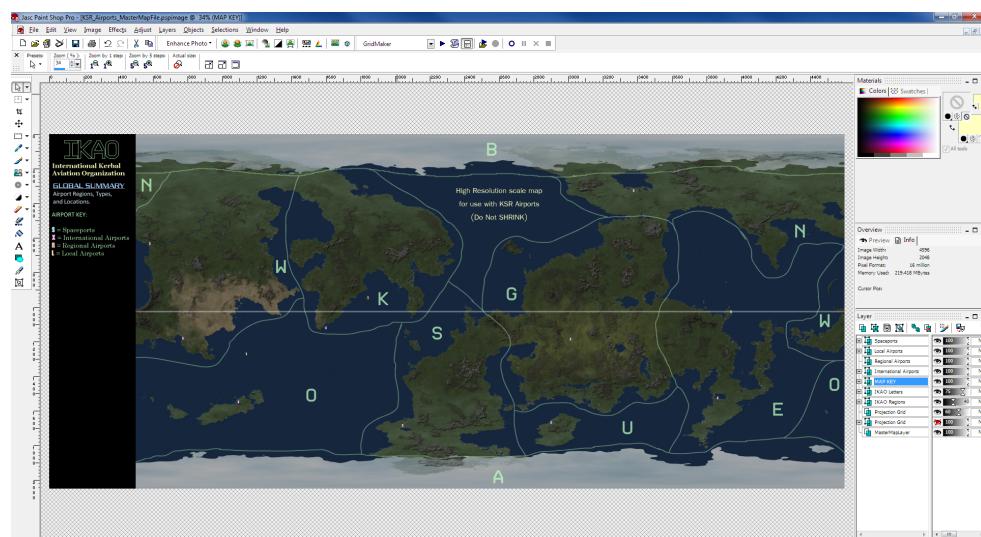
741 posts

Anyway, is anyone familiar with the Mach Loop?

I want to establish at least one base near some place on Kerbin that would serve as a good analogue.

We'll need a place where the hills are pretty solidly significant, but also you can note a flight loop.

Also, I'm investing a little time in a nicer map.



This one, my master file is broken up into more layers to separate out markers, letters, etc. If I want, I could even make aerial navigation routes. And I can just hide layers and pop out cleaner maps with the information selected.

And Manley Regional's been built:



Edited June 15, 2018 by AdmiralTigerclaw



Quote

theonegalen likes this



AdmiralTigerclaw

Sr. Spacecraft Engineer



Members

+ 262

741 posts

Posted June 20, 2018 (edited)

Report post



Two more Regionals:



Booster Bay Regional



Yaeger Point Regional

EDIT: I'm getting ready to start on Atlas Valley Regional.

Gotta' fly a Tiltrotor over to where I plan to place it and land so I have a focus.

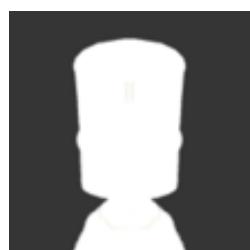
Edited June 20, 2018 by AdmiralTigerclaw

+ Quote



Coyote21

Bottle Rocketeer



Members

+ 3

16 posts

Posted June 20, 2018

Report post



Your pics look great and I'm very excited to give it all a try but I can't find any download links anywhere. Have they been edited out at some point? or am I just blind? You have answers in your FAQ that suggest that others have downloaded and installed before which makes me think the link has just been accidentally deleted recently.

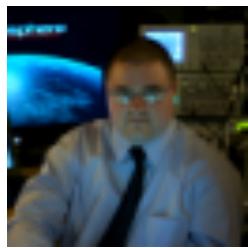
Anyway, a download link for the files please.

+ Quote



AdmiralTigerclaw

Sr. Spacecraft Engineer



Members

+ 262

741 posts

Posted June 20, 2018

Report post



On 6/20/2018 at 2:32 PM, Coyote21 said:

Your pics look great and I'm very excited to give it all a try but I can't find any download links anywhere. Have they been edited out at some point? or am I just blind? You have answers in your FAQ that suggest that others have downloaded and installed before which makes me think the link has just been accidentally deleted recently.

Anyway, a download link for the files please.

I haven't figured out an official hosting for it yet. I gave a copy through PM to someone else, but I can't make that link public.

That reminds me:

@Kardea I want to know how your advance copy (I say so cheekily) is looking. In particular, give a flight to Loui's and land close to it, then tell me what you think.



Quote



Bottle Rocketeer

500

Senior Rocket Scientist



Members

+ 406

1,051 posts

Location: Flying a KS-120 to

Posted June 20, 2018 (edited)

Report post



@AdmiralTigerclaw One tip- use 0.47, 0.47, 0.47, -0.22 for concrete gray. That seems to be the color closest to the one used.

Edited June 20, 2018 by Bottle Rocketeer 500



Quote




[Doing it Orion](#)

JPmAn

CEO of Cyclone Aerospace Corp.



Members

+ 66

205 posts

Location: Eating at Milliways
(Restaurant at the end of the Universe)

Posted June 20, 2018

[Report post](#)

@AdmiralTigerclaw , Try a GitHub or GitLab repo.



Quote

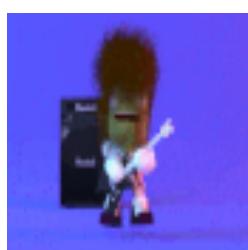


Owner of the new Cyclone Aeronautics Airplane Company! x ▾



Redneck

Aint got time for stupid!



Members

+ 355

807 posts

Location: Houston, TX

Posted June 20, 2018

[Report post](#)

This man has done alot for KSP and the community.

Bob Palmer Intercontinental/regional/municipal whatever you prefer (roverdude)

Airport Code: BPI



Quote



Kardea

Bottle Rocketeer



Posted June 21, 2018 (edited)

[Report post](#)

On 6/20/2018 at 6:05 PM, AdmiralTigerclaw said: ↶ ↷

I haven't figured out an official hosting for it yet. I gave a copy through PM to someone else, but I can't



Members
+ 10
77 posts

make that link public.

That reminds me:

@Kardea I want to know how your advance copy (I say so cheekily) is looking. In particular, give a flight to Loui's and land close to it, then tell me what you think.

"Loui's"?

EDIT: Tropical Floatplane. Got it. I'll check 'er out now.

Edited June 21, 2018 by Kardea

+ Quote



aeroeng14

GN&C Trajectory Analysis and
Mission Concept Engineer



Members
+ 31
44 posts
Location: St. Louis, MO

Posted June 21, 2018

Report post



Just wanted to say I'm very much looking forward to release (or testing)! This is a great service you are doing and will greatly enhance the KSP lore and playing experience.

+ Quote

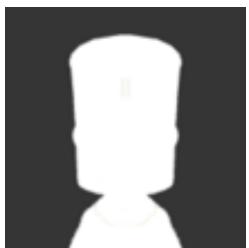


Advancing Kerbalkind Since 0.18



Coyote21

Bottle Rocketeer



Members
+ 3

Posted June 21, 2018 (edited)

Report post



On 6/20/2018 at 6:05 PM, AdmiralTigerclaw said:

I haven't figured out an official hosting for it yet. I gave a copy through PM to someone else, but I can't make that link public.

16 posts

Ok, I'll look forward to its release.

Edited June 21, 2018 by Coyote21

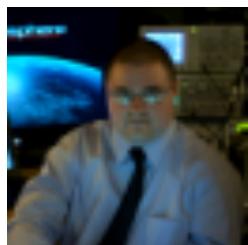


Quote



AdmiralTigerclaw

Sr. Spacecraft Engineer



Members

+ 262

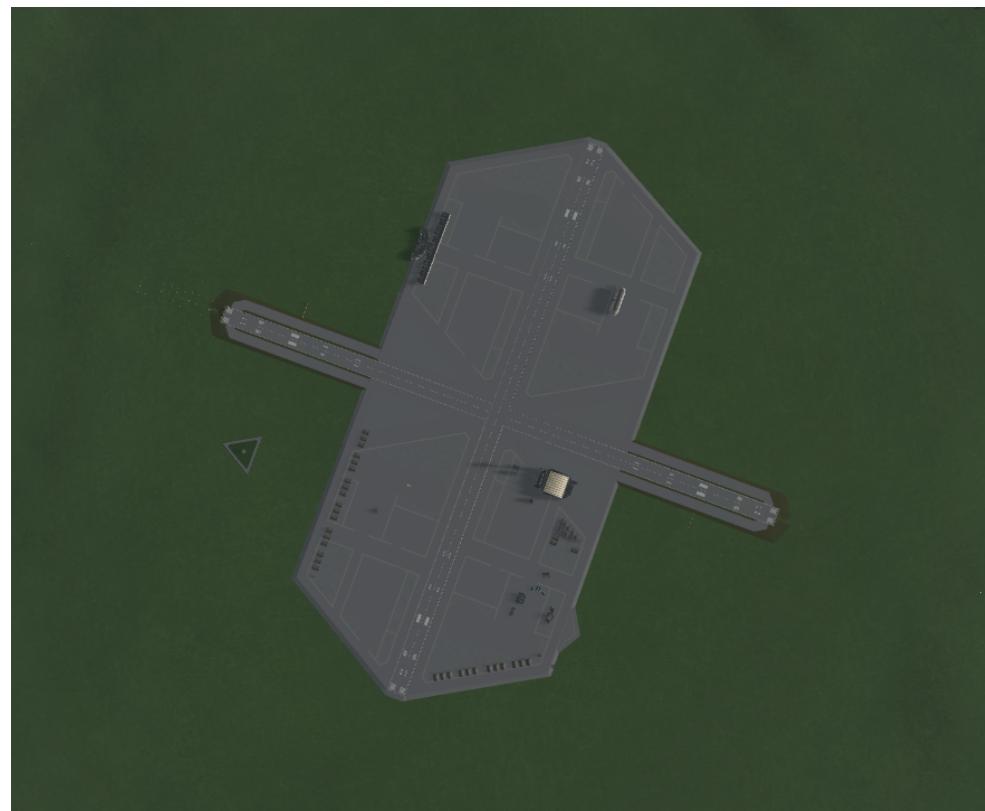
741 posts

Posted June 21, 2018

Report post



Today's airport...



Atlas Valley Regional and Chair Force Base.



Quote

Kardea and Burning Kan like this



Kardea

Bottle Rocketeer



Posted June 21, 2018 (edited)

Report post



@AdmiralTigerclaw So I made it out to Loui's little 'ole island last night. Loved it! Haha. Was not expecting that, but it's a perfect touch. 😊 KSP needs more little additions like that. Makes the world feel much more 'lived-in.'



Edit: You may also already be aware, but directly spawning there (rather than flying in) spawns you about 350 meters in the air, for a quick and lethal plummet back to the runway. Just an FYI. Haha.

Members

+ 10

77 posts

Edited June 21, 2018 by Kardea



Quote



AdmiralTigerclaw

Sr. Spacecraft Engineer



Members

+ 262

741 posts

Posted June 21, 2018

Report post



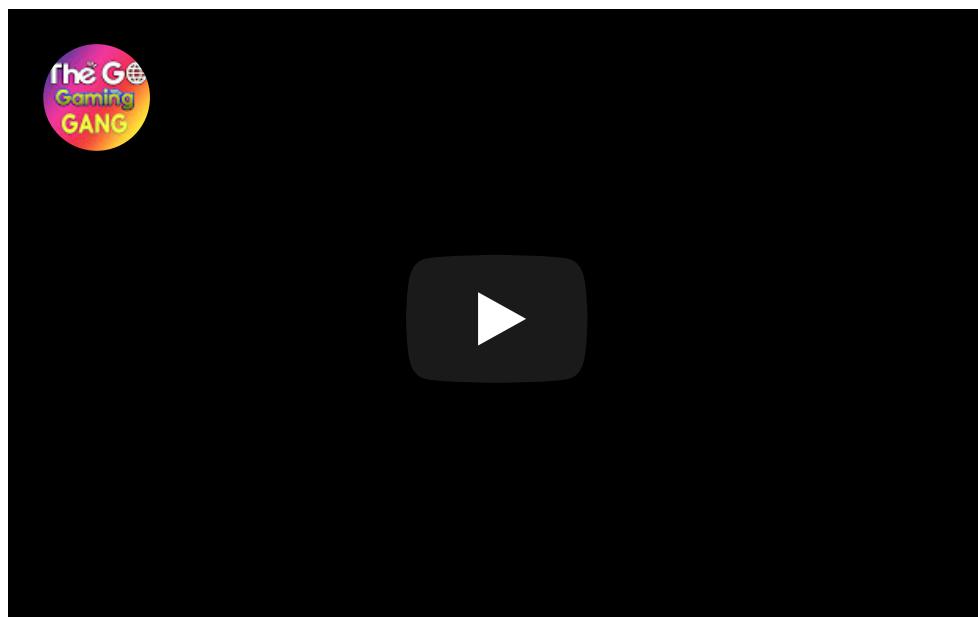
On 6/21/2018 at 8:15 PM, Kardea said:



@AdmiralTigerclaw So I made it out to Loui's little 'ole island last night. Loved it! Haha. Was not expecting that, but it's a perfect touch. 😊 KSP needs more little additions like that. Makes the world feel much more 'lived-in.'

Wish I could do more with it. But the nature of the sound cube means I'd have to code separate cubes up as objects any time I wanted to add some music. Plus the RAM consumption would skyrocket.

Otherwise, approach to Angel Island Regional would be a bit... hype.





Quote

Kardea likes this



Kartoffelkuchen

likes potatocakes



Members

+ 994

1,512 posts

Posted June 22, 2018

Report post



This is absolutely incredible, you're doing great work keep it up! Would love to get my hands on this...;)



Quote

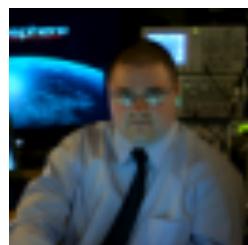


[KK Launchers](#) - **Delta Pack (Delta II, III and IV)** now available! | **SpaceX Pack (Falcon 1, Falcon 9 and Falcon Heavy)**

[ATK Propulsion Pack](#) - **SRB's for all your SRBy needs!**

AdmiralTigerclaw

Sr. Spacecraft Engineer



Members

+ 262

741 posts

Posted June 22, 2018 (edited)

Report post



Okay guys, version 0.0.1 is now in a GitHub account...

I'm not famillair with how GitHub works, I just threw the packed .rar file up and tried to make a 'release', but the 'release' encapsulates the packed file.

So long as you get the KSRAirports_0_0_1.rar file, you should be able to unpack that directly into the Game Data folder into Kerbinside Remastered.

[GITHUB LINK HERE](#)

This is like, prerelease whatever.

I stuck the license up in the FAQs in the [OP](#).

Edited June 22, 2018 by AdmiralTigerclaw

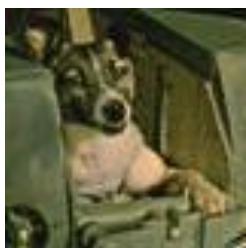


Quote



Lisia

Boldly crashing what no Kerbal
has crashed before!



Members

+ 2,130

2,213 posts

Location: Universe ! Virgo !
Milkway ! OrionArm !
SolarSystem ! Earth ! America !
SouthAmerica ! Brazil !
SãoPaulo ! Capital ! Home !
LivingRoom ! MyChair

Posted June 25, 2018

Report post



On 6/22/2018 at 1:25 PM, AdmiralTigerclaw said:

I'm not famillair with how GitHub works, I just threw the packed .rar file up and tried to make a 'release', but the 'release' encapsulates the packed file.

The option for uploading a ZIP/RAR/whatever is intended to publish prebuilt binaries when applicable.

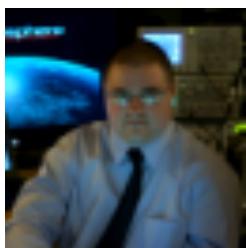
The usual practice of creating a "tarball" (at that time, the best packaging option was still [tar](#) and it stuck until nowadays) with the source needed to compile the project, but when non UNIX systems become prevalent and so a very few percentage of the userbase were able to compile the thing, "binary tarballs" started to be distributed in parallel.

Quote Edit

Unholy interactions between modules is what Krakens feed on... – Lisias

AdmiralTigerclaw

Sr. Spacecraft Engineer



Members

+ 262

741 posts

Posted June 25, 2018

Report post



On 6/25/2018 at 1:35 AM, Lisias said:

The option for uploading a ZIP/RAR/whatever is intended to publish prebuilt binaries when applicable.

The usual practice of creating a "tarball" (at that time, the best packaging option was still [tar](#) and it stuck until nowadays) with the source needed to compile the project, but when non UNIX systems become prevalent and so a very few percentage of the userbase were able to compile the thing, "binary tarballs" started to be distributed in parallel.

Well, in my case, I'm more concerned about keeping the package in-tact without having to do individual uploads for

every file/folder I create. So long as I can put it up, and you guys can pull it down, we're golden.



Quote



Space_Coyote

Rocketry Enthusiast



Members



159 posts

Posted June 25, 2018

Report post



Okay I got a question.. and this is in regards with one of the FAQ questions out there.. This deals with the turning off the Other to get the runway icons to appear..

"



Quote

Turn on 'OTHER' from the view selection list. If it doesn't have a traditional runway, I didn't assign it a Runway category icon.

Exactly where do you find this option in the game is it under settings either on the main page or somewhere else..

Other than that , I have a lot of black squares and I know I am not running any compressed texture mods..

So the other thing I can think of is my graphics card but since some of the launch pad icons show up, the real question is, is this a graphics issue or something else?

Space_Coyote



Quote



Bottle Rocketeer

500

Senior Rocket Scientist



Posted June 25, 2018

Report post



@Space_Coyote You go to map view, (maybe the tracking station would work) click the Kerbal Konstructs icon thingy in the toolbar. Then, you get a row of gray buttons. Click



the one with a triangle. It shows the icons for the "other" category.

Members

406

1,051 posts

Location: Flying a KS-120 to
Cape Hook Global



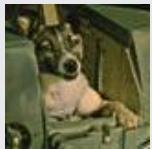
Quote

AdmiralTigerclaw likes this



[Doing it Orion](#)

1 2 3 4 5 6 [NEXT](#) [»](#) Page 1 of 6 ▾



[Reply to this topic...](#)



[GO TO TOPIC LISTING](#)

[NEXT UNREAD TOPIC](#)



[Home](#) > Add-ons > Add-on Development > [Unread Threads since my last visit](#) [Mark site read](#)
KSR Airports for KerbinSide Remastered

[Language ▾](#) [Theme ▾](#) [Privacy Policy](#) [Contact Us](#)

©2018 Take-Two Interactive Software, Inc.

Powered by Invision Community