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[1.3] KerBalloons v0.4.2 - Balloons for KSP!

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By JoePatrick1, May 4, 2015 in [Add-on Development](#)

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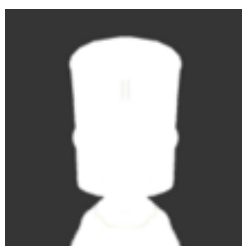
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JoePatrick1

Spacecraft Engineer



Members

+ 589

400 posts

Posted May 4, 2015 (edited)

[Report post](#)

THIS MOD
HAS
MOVED -
PLEASE

GO HERE

[v0.4.2 Released](#)

Returning soon to [CKAN](#)



Ever wanted Balloons in KSP?

Now they're here! I am working on this mod KerBalloons which will bring balloons that can be sent up to collect science.

There will be special science parts dedicated for this as well as balloon based contracts (hopefully).

The balloons will come in various sizes with different lift capabilities allowing simple science balloons or the ability to lift small rockets.

The Plan

v0.1:

This release will have 3 balloons; 1 standard balloon, 1 higher altitude balloon and 1 heavier payload balloon. In this release all 3 balloons will be 0.625m size and will be designed for use in Kerbin's atmosphere. The balloon will expand as air pressure decreases (as altitude increases) as well as lose lift. When the air pressure is too low, the balloon will burst - no parachute on these balloons.

v0.3:

This release will bring all new balloons, they will have varying lift capabilities and minimum pressures. Balloon sizes will range from 0.625m up to 3.75m, for each size there will be the same 3 variants as in v0.1.

v0.4

Even more balloons coming in this release! Some will be designed for use in different planet atmospheres and higher tech balloons will come with a parachute as well to protect your glorious science.

v0.5:

This release will include some new specialised science experiments for use with the balloons such as an atmospheric analyser. A service bay will be included as well for 0.625m and 3.75m balloons as they are not included in stock KSP.

v0.7:

The big one! I hope to get contracts included into the mod at this point. Such as take an atmospheric reading at 5km, 10km and 15km with a KerBalloon.

v0.9:

If I can find a way to get it to work, I will add the ability to tether balloons to the ground in this release. A use for this could be for RemoteTech ground relays.

v1.0:

For 1.0, I will add any last features and fix any remaining bugs. After 1.0, I will still update KerBalloons to work with the latests versions of KSP as best I can.

Media

<http://imgur.com/a/uPnxb>

<http://imgur.com/a/bOIRr>



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[Returning soon to CKAN](#)

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[Source Code](#)

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You can also create your own balloons with KerBalloons,
[click here](#) for a tutorial

Known Bugs

None at the moment - Please report any you find

Old version available [here](#)

[Source Code](#)

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Edited August 19, 2018 by JoePatrick1



Quote

Corax, THX1138, Sylith and 8 others like this



My Mods:

[KerBalloons](#)

[Kerbal Chroma \(greenscreen mod\)](#)

[Automatic Abort System \(AAS\)](#)

[Radar Altimeter](#)

[How to make your own balloons with KerBalloons](#)



CaptainKipard

Resident Kurmudgeon



Members

+ 987

4,002 posts

Posted May 4, 2015

Report post

Do they work like real balloons?



Quote



**Public Service
Announcements**

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Engineer's

Requests

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LORDPrometheus

Demolitions Enthusiast



Members

+ 111

1,010 posts

Posted May 4, 2015

Report post

So is this like a tech level zero science Addon? I think it looks very cool and if you can make the balloons "pop" once they hit 70km that'd be awesome! Make its so you have to go get the dropped capsule for your sweet sweet science



Quote



My mods:



P.E.W: a BDArmory expansion:

<http://forum.kerbalspaceprogram.com/threads/117635-WIP-P-E-W-%28A-BDArmory-Addon%29>

C.A.L A BDArmory community resource:

kiwiak

Posted May 4, 2015

Report post

Senior Rocket Scientist



Members

+ 76

1,390 posts

How about some long term Jool atmosphere survey?



Quote

NotAgain likes this



[sIGPIC]/[/sIGPIC]



JoePatrick1

Spacecraft Engineer



Members

+ 589

400 posts

Posted May 4, 2015 (edited)

Report post



LORDPrometheus said:

So is this like a tech level zero science Addon? I think it looks very cool and if you can make the balloons "pop" once they hit 70km that'd be awesome! Make its so you have to go get the dropped capsule for your sweet sweet science

The pictured balloon currently bursts when the pressure is below 4kPa (which is at about 17km) - Balloons don't really reach heights as high as 70km!

--- Updated ---



Cpt. Kipard said:

Do they work like real balloons?

Well, yes

Edited May 4, 2015 by JoePatrick1



Quote



My Mods:



[KerBalloons](#)

[Kerbal Chroma \(greenscreen mod\)](#)

[Automatic Abort System \(AAS\)](#)

[Radar Altimeter](#)

[How to make your own balloons with KerBalloons](#)

Boamere

100% Tired



Members

+ 41

896 posts

Location: England

Posted May 4, 2015

Report post



Will this ever have an airship style balloon? I'd love to have a modern hooligan labs 🤖

This looks so cool 🤖



Quote

Robert Lowsea likes this



T2k3

RSS Fanboy



Members

0

16 posts

Posted May 4, 2015

Report post



Can you switch back to SpaceCenter once started? would be very interessting with RemoteTech as "singal relay baloon" or maybe for flying refueling Stations? 🤖



Quote



JoePatrick1

Spacecraft Engineer



Members

+ 589

400 posts

Posted May 4, 2015 (edited)

Report post



▼ T2k3 said:

Can you switch back to SpaceCenter once started? would be very interessting with RemoteTech as "singal relay baloon" or maybe for flying refueling Stations? 🤖

No, this is not possible with the way KSP works with vessels in the atmosphere. Tethered balloons are planned though which will allow this.

--- Updated ---

▼ Boamere said:

Will this ever have an airship style balloon? I'd love to have a modern hooligan labs 🤖

This looks so cool 🤖

I am not really planing on making those kind of balloons - just weather balloons and science ballons

Edited May 4, 2015 by JoePatrick1

+

Quote

Nightside likes this



- My Mods: ✕ ▾
- [KerBalloons](#)
- [Kerbal Chroma \(greenscreen mod\)](#)
- [Automatic Abort System \(AAS\)](#)
- [Radar Altimeter](#)
- [How to make your own balloons with KerBalloons](#)

RobotsAndSpaceships

Junior Rocket Scientist



Members

+ 458

742 posts

Posted May 4, 2015

Report post 

Will it work with FAR?

+

Quote

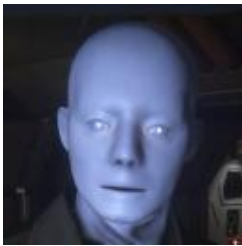


Unity not us. ✕ ▾

Where did it all go wrong.

Helix935

Escape Pod Tester



Members

+ 114

1,687 posts

Posted May 4, 2015

Report post 

do these have an animation where they are inflated from a smaller package (as seen in the picture's i think) or is that down the road?

+

Quote



✕ ▾

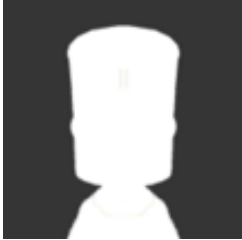
Nam deorum sedes in stellis

[Orbital Mechanics](#) [Six Words](#)

If i helped you with a bug, mod-finding mission, or just general hilarity/ideas, rep is appreciated so that i may continue to help others

JoePatrick1

Spacecraft Engineer



Members

+ 589

400 posts

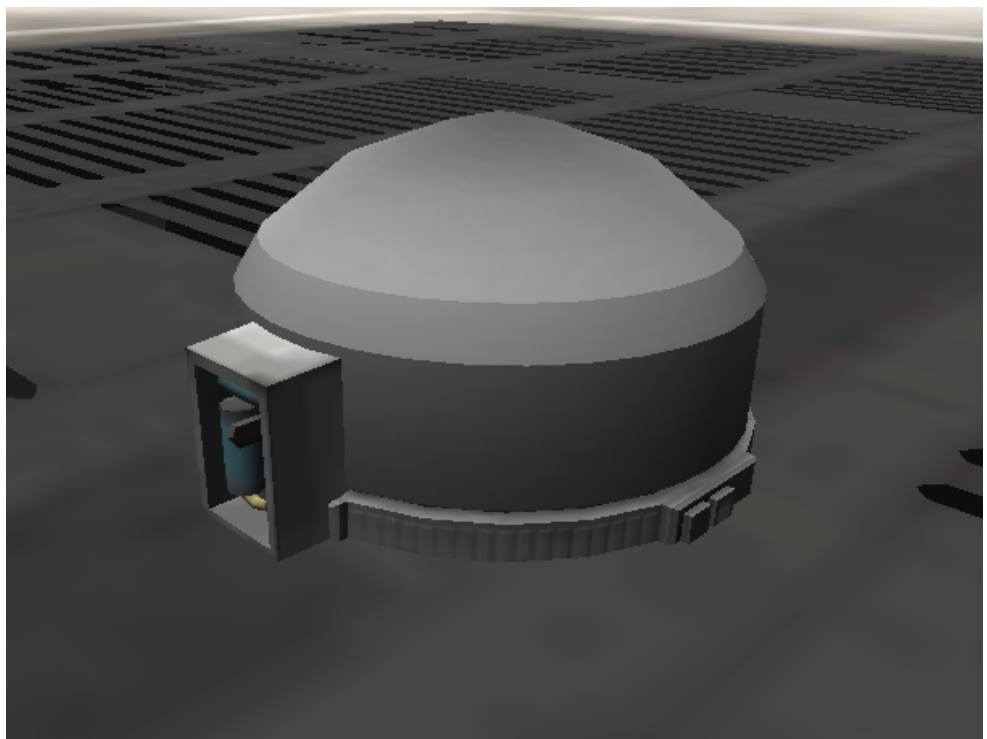
Posted May 4, 2015

Report post

▼ **Helix935 said:**

do these have an animation where they are inflated from a smaller package (as seen in the picture's i think) or is that down the road?

This is what it looks like before being inflated, with a barometer for scale



--- Updated ---

▼ **RobotsAndSpaceships said:**

Will it work with FAR?

I don't know, it's not been tested - should do though.



Quote



My Mods:

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[Radar Altimeter](#)

[How to make your own balloons with KerBalloons](#)



benjee10

Salmon of Knowledge



Members

+ 2,828

679 posts

Location: United Kingdom

Posted May 4, 2015

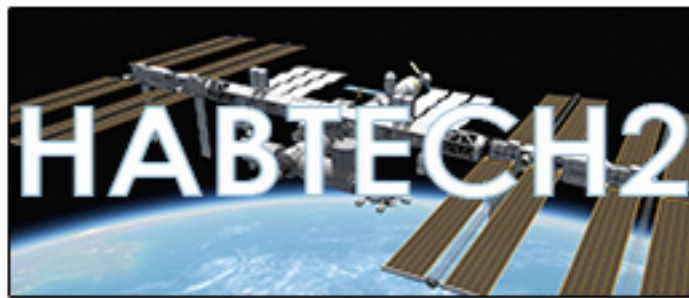
Report post

This looks really promising!



Quote

TimothyC likes this



Firewolf7887

Bottle Rocketeer



Members

+ 5

7 posts

Location: United States of America

Posted May 4, 2015

Report post

Amazing. I always wanted a (good) balloon mod. Keep up the great work! I'd love to see more.



Quote



Drew Kerman

KSA Operations Director



Members

+ 1,762

5,233 posts

Posted May 4, 2015

Report post

▼ Boamere said:

Will this ever have an airship style balloon? I'd love to have a modern hooligan labs 🤖

This looks so cool 🤖

Sounding Rockets from USI has a small blimp, it's been deprecated for now but RoverDude says it's coming back at some point. I've used it under 0.90 a few times



Quote



Kerbal Space Agency

@KSA_MissionCtrl 3k

Active

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Avatar commissioned from [Yorshee](#)



CrayzeeMonkey

Spacecraft Engineer



Members

+ 44

105 posts

Posted May 4, 2015

Report post

I wonder, how will these balloons work while in another planet's atmosphere?

With this. I'm thinking of slowly putting down rovers on Duna slowly with balloons. Like a balloon powered skycrane. Will these balloons also slowly deflate when punctured?



Quote

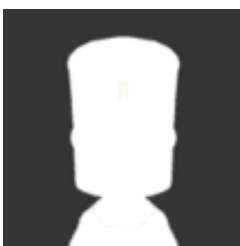


Also known as ChippedChap on Steam.



JoePatrick1

Spacecraft Engineer



Members

+ 589

400 posts

Posted May 4, 2015

Report post



CrayzeeMonkey said:

I wonder, how will these balloons work while in another planet's atmosphere?

With this. I'm thinking of slowly putting down rovers on Duna slowly with balloons. Like a balloon powered skycrane. Will these balloons also slowly deflate when punctured?

The plan is to have balloons specifically designed for each planet with an atmosphere - as all of their atmospheres are at different pressures - but all balloons technically work on any planet with an atmosphere. The balloons can be deflated but they are deflated in ~2 seconds. You could

use them as parachutes though as they have very little lift, so not enough to lift a rover, but very large surface area so create a lot of drag - basically is a parachute

+ Quote



My Mods:



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[Kerbal Chroma \(greenscreen mod\)](#)

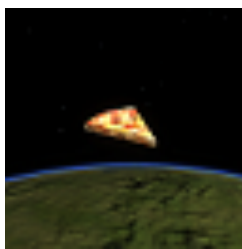
[Automatic Abort System \(AAS\)](#)

[Radar Altimeter](#)

[How to make your own balloons with KerBalloons](#)

pizzaoverhead

Acoustic Engineer



Members

+ 1,979

1,217 posts

Posted May 5, 2015

Report post

Excellent work so far! I'm looking forward to seeing where you take this.

▼ JoePatrick1 said:

The plan is to have balloons specifically designed for each planet with an atmosphere - as all of their atmospheres are at different pressures - but all balloons technically work on any planet with an atmosphere.

You could use tweakable parameters to allow customising the balloons for different atmospheres, such as gas volume and type. This would allow easy compatibility with modded planet systems.

▼ JoePatrick1 said:

The balloons can be deflated but they are deflated in ~2 seconds. You could use them as parachutes though as they have very little lift, so not enough to lift a rover, but very large surface area so create a lot of drag - basically is a parachute

Are you planning on allowing the balloons to be destroyed by excessive airspeed? I imagine they would have difficulty surviving transonic speeds for example.

Will you be making a custom parachute for the

radiosonde? Something that can be launched in a deployed state attached to the balloon would be useful.

?



Quote



[Collision FX](#) | [Reentry particle Effect](#) | [Rover Wheel Sound Effects](#) | [Soundtrack Editor](#) | [Water Sounds](#)

[Free IVA](#) | [KerbTrack](#)

[Kerbal Sound Overhaul Project](#) | [Atmospheric Sound](#)

JoePatrick1

Spacecraft Engineer



Members

+ 589

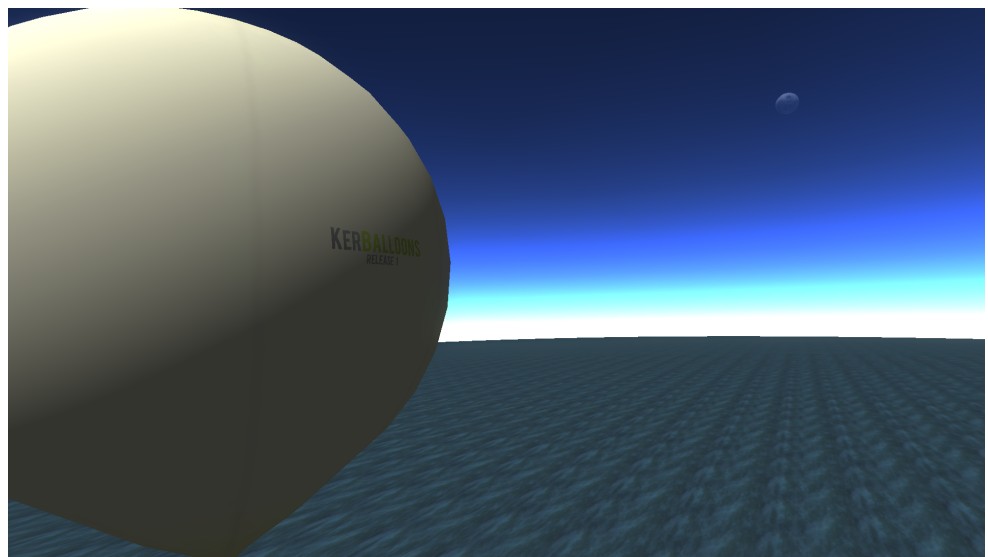
400 posts

Posted May 5, 2015

Report post

Release 1 - Now available

Download [here](#)



Quote



My Mods:

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[Automatic Abort System \(AAS\)](#)

[Radar Altimeter](#)

[How to make your own balloons with KerBalloons](#)

Firewolf7887

Posted May 5, 2015

Report post

Bottle Rocketeer



Members

+ 5

7 posts

Location: United States of America

JoePatrick1 said:

Release 1 - Now available

Download [here](#)

<http://i.imgur.com/iBftZpL.png>

Time to drop bombs with balloons like Japan did in World War II <3

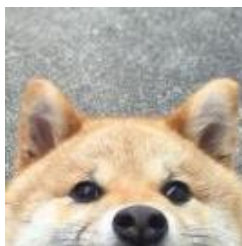


Quote



JaffaFederation

Cup of tea anyone?



Members

+ 63

130 posts

Location: G R E A T Britain

Posted May 5, 2015

Report post

Can uninflated balloons survive reentry, I want to use them as an alternative to parachutes.



Quote



It's cold...

JoePatrick1

Spacecraft Engineer



Members

+ 589

400 posts

Posted May 5, 2015

Report post

JaffaFederation said:

Can uninflated balloons survive reentry, I want to use them as an alternative to parachutes.

Not really tested it but should do



Quote



My Mods:

[KerBalloons](#)

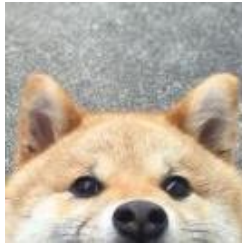
[Kerbal Chroma \(greenscreen mod\)](#)

[Automatic Abort System \(AAS\)](#)

[Radar Altimeter](#)

JaffaFederation

Cup of tea anyone?



Members

+ 63

130 posts

Location: G R E A T Britain

Posted May 5, 2015

Report post

Okay I will try it tomorrow.



Quote



It's cold...

FleshJeb

Containment Failure



Members

+ 1,108

1,224 posts

Location: Flying under the radar...

Posted May 5, 2015

Report post

Hey Joe, this is fantastic! I'm thinking about shrouding a few balloons in wing panels and making a zeppelin. Of course I'll need nuFAR to do it.

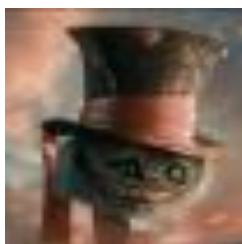


Quote



Mekan1k

Harbinger



Members

+ 87

2,215 posts

Posted May 5, 2015

Report post

I wanted to pull off a redbull-style jump... It didn't even get off the launch pad.



Quote



My stories :



1)

<http://forum.kerbalspaceprogram.com/showthread.php/28970-AAR-Development-A-Journey-to-space>

lincourt1

CMG Spin Analyst 1st Class



lincourt1



Members

+ 170

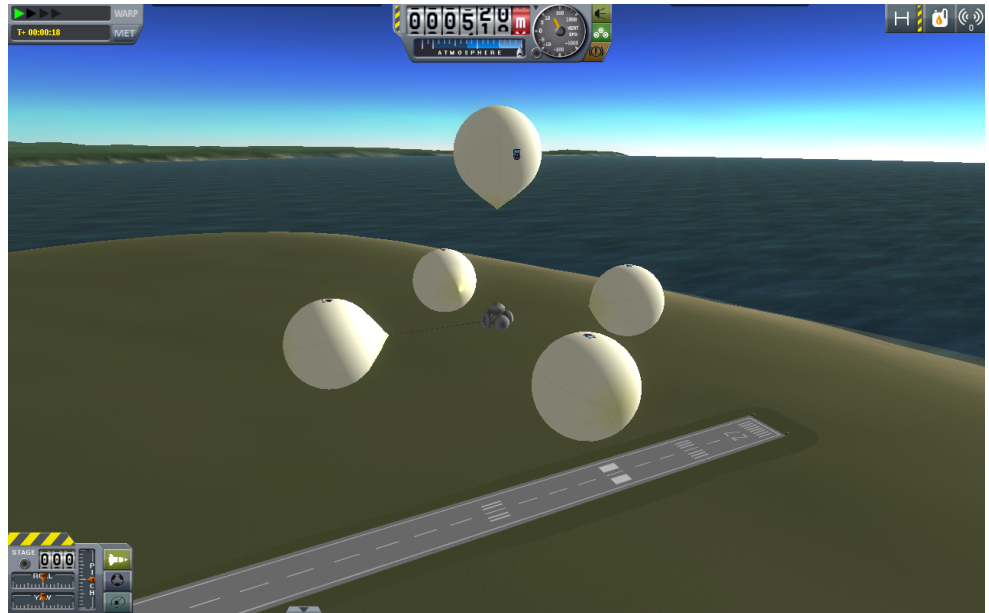
526 posts

Posted May 6, 2015

Report post

Fantastic work!

Oh hey, that's interesting. Kerbals: We're capable of interplanetary travel, but we can't make bendy rope. 🤖



Quote

SOTMead likes this



1

2

3

4

5

6

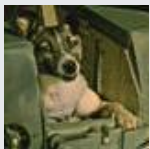
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