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[1.4.x] 1869 Steampunk Mod - Updated for KSP 1.4



[1.4.x] 1869 Steampunk Mod - Updated for KSP 1.4

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By Fengist, August 3, 2016 in Add-on Releases

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Fengist

Swabbie



Members

+ 1,296

1,735 posts

Posted August 3, 2016 (edited)

[Report post](#)

Support me on
PATREON

Now with over 50 steampunk
parts!

WARNING:

If you have version 1.7 or
earlier of Maritime Pack installed, delete
this directory: GameData/Maritime

Pack/MPUtils before installing!!!

**If you have the alpha test of the MP CVL,
you will need to ONLY delete the
MPUtils.dll file in that directory.**

You can determine which version you have by looking in that directory. If you have the MPUtils.dll file in that directory, you can delete it.

This pack contains a much updated version of MPUtils used in the Maritime Pack. As a result of both mods sharing this plugin, MPUtils will be moved to its own directory as of Maritime Pack v1.8. So, for now, you'll need to do some manual file work.

1869Download.fw.png



Required Plugins:

[Firespitter Plugin](#) - made by Snjo (included)

All rights to the included plugin are held by the original creator, for license information, please refer to the provided link.

This mod includes version checking using [MiniAVC](#).

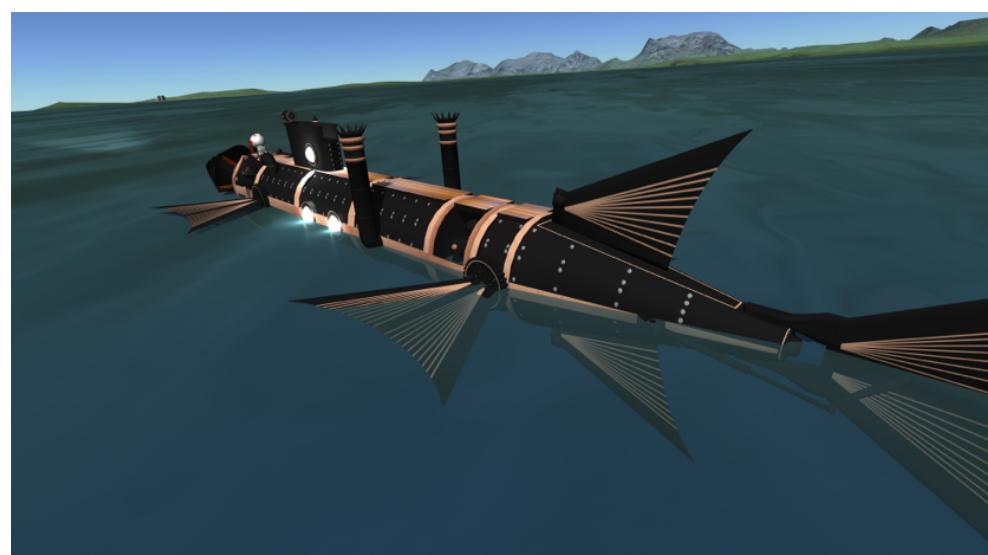
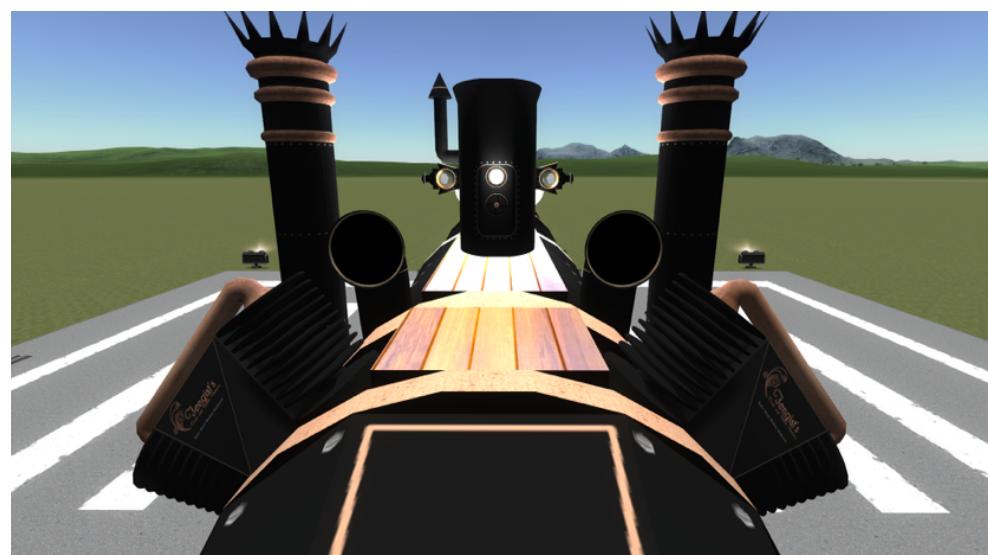
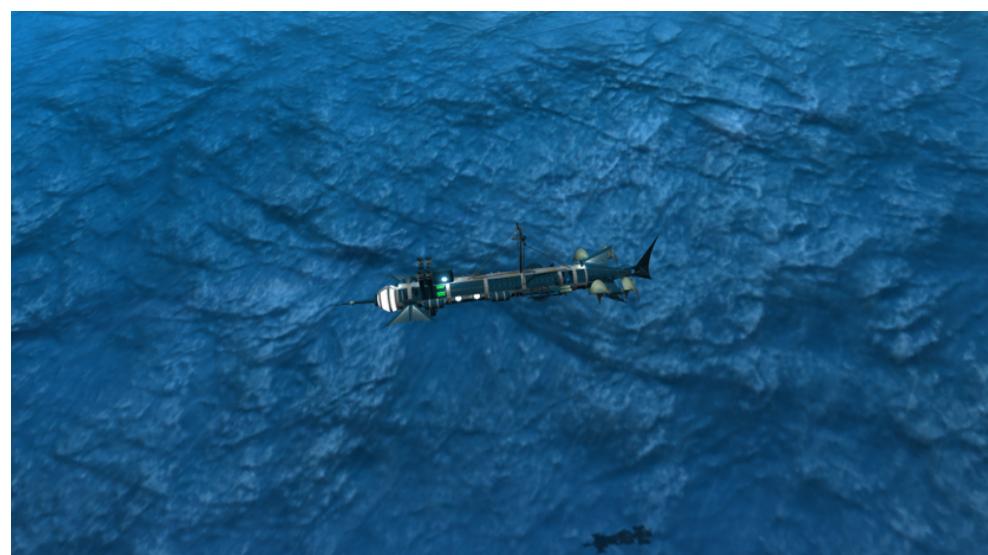
If you opt-in, it will use the internet to check whether there is a new version available.
Data is only read from the internet and no personal information is sent.

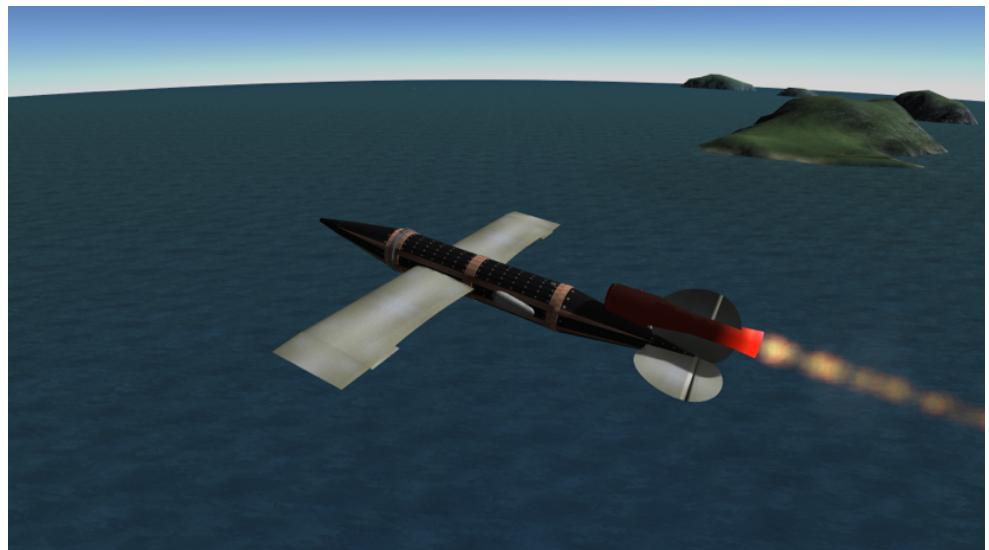
inspiration for this mod.

Thanks to [@Beale](#) and his [modding tutorial](#) He's responsible for this.

And thanks to all the fans of [Maritime Pack!](#) I hope you enjoy this one as well.

License: Modified CC Attribution-NonCommercial-NoDerivs.





Edited August 3, 2018 by Fengist

+ Quote

Jack Wolfe, Nansuchao, Space Scumbag and 8 others
like this



X ▾

sig1.jpg

Alshain

Flight Director



Members

+ 4,825

8,192 posts

Location: a: 19h 55m 18.8s δ:
+06° 24' 24"

Posted August 3, 2016

Report post

This looks... different.



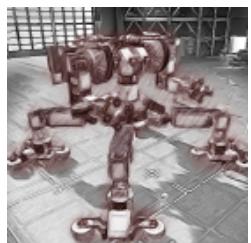
Quote

Emoss55 and HrabCOrp like this



Core

Kerbin Armored Core Pilot



Members

+ 38

85 posts

Location: Kansas

Posted August 3, 2016

Report post

Sounds interesting. Looking forward to this.



Quote



Lo Var Lachland

I SAWED THIS BOAT IN HALF!



Posted August 3, 2016

Report post

0_0



Quote





"Spacecraft are an accident waiting to happen, but Jeb thinks otherwise." ~Bob Kerman [We Who Witnessed - Jeb's Journal \[KSP novels\]](#)

X ▾

Join my Discord server! DM me for invite req!

Some fun people: [@Barzon Kerman](#) [@adsii1970](#) [@Just Jim](#)
[@Kerballing \(Got Dunked On\)](#)

Members

⊕ 2,577

1,697 posts

Location: Virginia, United
States of 'Murica

Felbourn

You gotta have more lights!

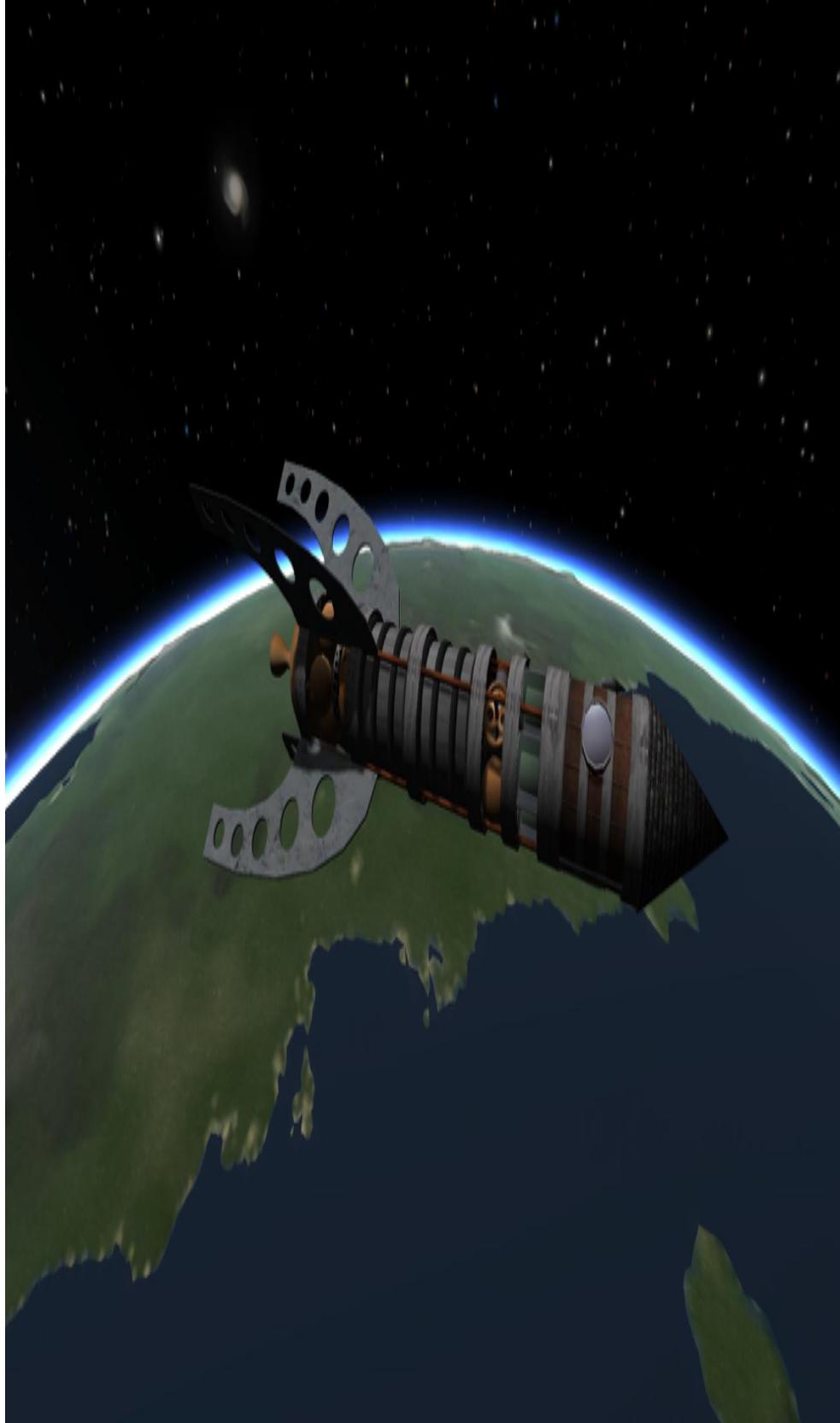


Posted August 4, 2016

Report post



Cool! Reminds me of [vertical emporium](#) which might be dead.



Members

⊕ 947

1,199 posts



Quote



X ▾

Fengist

Swabbie



Members

+ 1,296

1,735 posts

Posted August 4, 2016

Report post



On 8/4/2016 at 9:55 AM, Felbourn said:



Cool! Reminds me of [vertical emporium](#) which might be dead.

Oh, it's not dead. Read the WIP thread.



Quote



sig1.jpg

X ▾

Fengist

Swabbie



Posted August 5, 2016

Report post



Release delayed



Quote



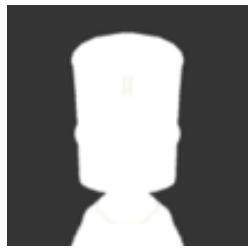
X ▾

Members
+ 1,296
1,735 posts

sig1.jpg

Jack Wolfe

Capsule Communicator



Members
+ 1,295
2,127 posts

Location:

Posted August 5, 2016 (edited)

Report post

On 8/5/2016 at 10:44 PM, Fengist said:



Release delayed

No worries. You can't rush greatness. That's what I tell my publisher, at any rate...

Edited August 5, 2016 by Jack Wolfe

Quote



You know, the very powerful and the very stupid have one thing in common: they don't alter their views to fit the facts, they alter the facts to fit their views. Which can be uncomfortable if you happen to

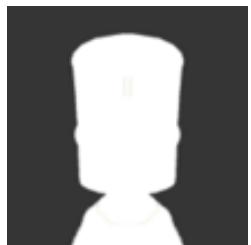
Tyren

Sr. Spacecraft Engineer

Posted August 6, 2016 (edited)

Report post

This is so pretty. T.T



Members
+ 29
459 posts

Tears of joy flowing down me face. :S

Edited August 6, 2016 by Tyren

Quote



On 8/6/2016 at 10:44 PM, Gaalidas said:



You know what I find entertaining? When lo-fi commits 8 times to github, in a row, and manages to mess things up, fix them, mess more things up, fix those, and end up with a few messed up things as a

Fengist

Swabbie



Members

+ 1,296

1,735 posts

Posted August 9, 2016 (edited)

Report post



Ok guys and gals. I have one request now that it's out.

I want to see how you use it. So...

SCREENSHOTS

PLEASE!

I'll be keeping the forums loaded on my browser most of the evening. If you have issues @ me or quote me so I'll get notified.

Edited August 9, 2016 by Fengist

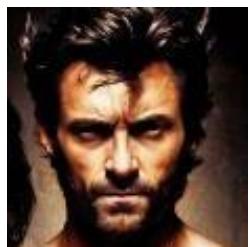


Quote



Maverick_aus

Bottle Rocketeer



Members

+ 131

180 posts

Posted August 10, 2016 (edited)

Report post



Hi mate,

This is looking very good. Congratulations on realising your inner conflict onto canvas.

I tried making a steam-powered (well at least -puffing) rocket, which went ok. Couldn't get the steam going. Assume I need to be sitting on the water...

Then I tried making this plane...Found it hard to get it to fly. Give me more time....

Reveal hidden contents

Yes I will try making a *ship*, don't worry.

Oh and a minor issue here with your MiniAVC methinks...

Reveal hidden contents

Edited August 10, 2016 by Maverick_aus



Quote

[Elcano Challenge](#)

Maverick_aus

Bottle Rocketeer



Members

+ 131

180 posts

Posted August 10, 2016

Report post



Behold! Steam-punk rocket!

Reveal hidden contents

Get to the water!

Reveal hidden contents

Compress that water!

Reveal hidden contents

Boil it, boil it, boil it! And....steam-powered rocket! Yes!

Reveal hidden contents

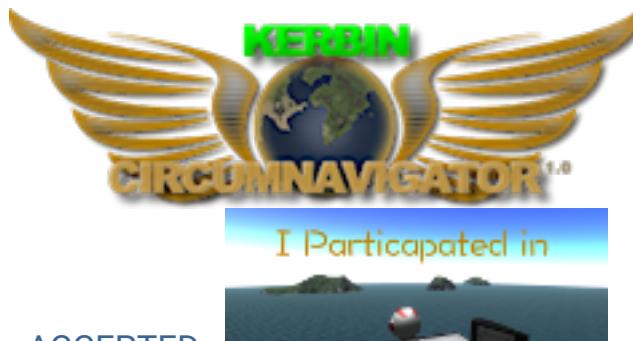
Uh...then the rocket-fuel actually ran out....

Reveal hidden contents

And we made pretty patterns in the sky...

Reveal hidden contents

Quote



[Elcano Challenge](#)

Tyren

Sr. Spacecraft Engineer

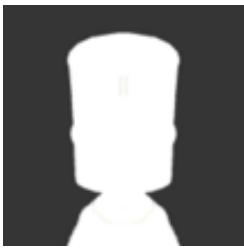


Posted August 10, 2016

Report post



^Yeeeeeeeeees its online \o/



Members

+ 29

459 posts



Quote



▼ Gaalidas said:

You know what I find entertaining? When lo-fi commits 8 times to github, in a row, and manages to mess things up, fix them, mess more things up, fix those, and end up with a few messed up things as a grand finale.



Fengist

Swabbie



Members

+ 1,296

1,735 posts

Posted August 10, 2016 (edited)

Report post



Thanks @Maverick_aus for the bug report. The AVC should now not show up as being the incorrect version and it should not link to Maritime Pack's download. It's not ingrained yet as part of my release workflow so I forgot to update it before the release.

Yep, to generate steam you will need a compressor to make compressed water. For now, you can pretty much pull it out of thin air. Once I actually get into the rocketry side, I'll probably make it a gather-able resource like ore. You shouldn't need to be in water to generate it. If the stacks go BELOW water, they will flame out with a "flooded" notice and you'll have to restart them when they get above water.

You realize, my good man, that other than jumping out of the water, only the command pod has been tested at any altitude greater than say, 20 meters?

This is why I love seeing screenshots. Only one part in those contraptions was used in the manner in which it was intended. Thanks Mav!

Edited August 10, 2016 by Fengist



Quote

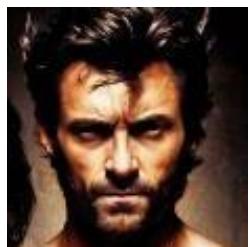


BT Industries and Maverick_aus like this



Maverick_aus

Bottle Rocketeer



Members

+ 131

180 posts

Posted August 10, 2016 (edited)

Report post



▼ **On 8/10/2016 at 1:09 PM, Fengist said:** ↶

Thanks **@Maverick_aus** for the bug report. The AVC should now not show up as being the incorrect version and it should not link to Maritime Pack's download. It's not ingrained yet as part of my release workflow so I forgot to update it before the release.

Yep, to generate steam you will need a compressor to make compressed water. For now, you can pretty much pull it out of thin air. Once I actually get into the rocketry side, I'll probably make it a gather-able resource like ore. You shouldn't need to be in water to generate it. If the stacks go BELOW water, they will flame out with a "flooded" notice and you'll have to restart them when they get above water.

You realize, my good man, that other than jumping out of the water, only the command pod has been tested at any altitude greater than say, 20 meters?

This is why I love seeing screenshots. Only one part in those contraptions was used in the manner in which it was intended. Thanks Mav!

My pleasure. All part of the service at Funk & Wagnalls Steam-Powered Moon-Boats - "you build 'em, we bash 'em".

20m eh? Hmm. A steamy taste of things to come...

▶ **Reveal hidden contents**

I've got to say, at the beginning I saw your concept as a bit of novelty, and probably not really my thing. But soon after beginning to play with your parts, I find myself completely

freed of the self-restraints of 'realism' and Serious Aerospace, and am getting lost in the imagining of the weird and wacky. Pure, unbridled fun. Thanks for enabling it!

Edited August 10, 2016 by Maverick_aus

+ Quote



[Elcano Challenge](#)

Fengist

Swabbie



Members

+ 1,296

1,735 posts

Posted August 10, 2016

[Report post](#)



On 8/10/2016 at 11:06 PM, Maverick_aus said:



I've got to say, at the beginning I saw your concept as a bit of novelty, and probably not really my thing. But soon after beginning to play with your parts, I find myself completely freed of the self-restraints of 'realism' and Serious Aerospace, and am getting lost in the imagining of the weird and wacky. Pure, unbridled fun. Thanks for enabling it!

Most welcome. I figure if you're going to escape from reality, it might as well be steam powered.

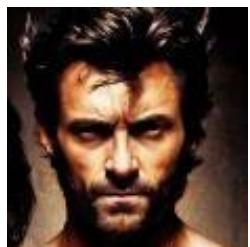
+ Quote

Maverick_aus likes this



Maverick_aus

Bottle Rocketeer



Members

+ 131

180 posts

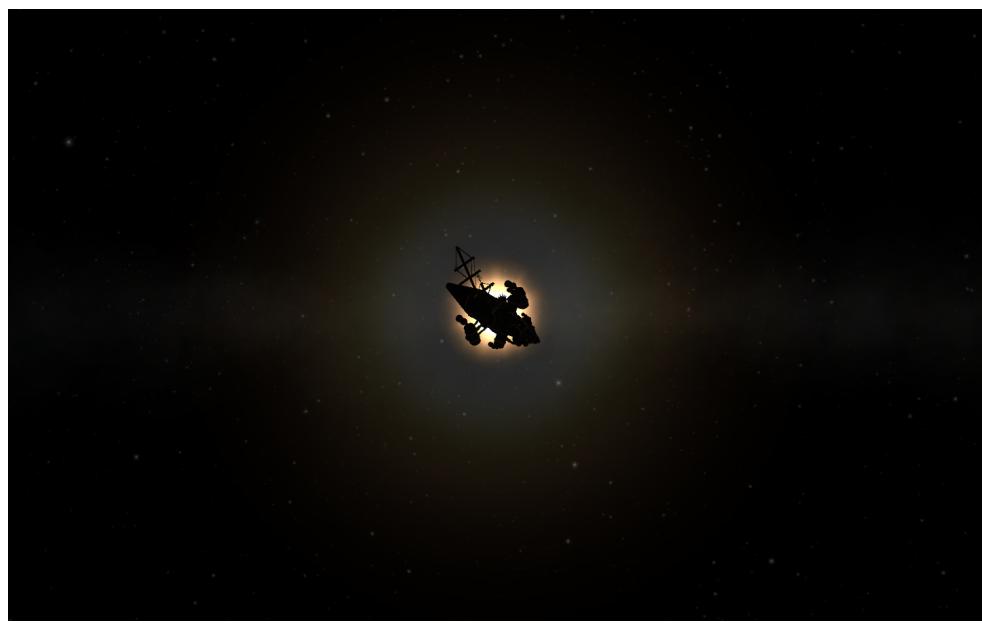
Posted August 11, 2016 (edited)

Report post



Presenting...

...Funk & Wagnall's Steam-Powered Moon-Boat!



1. Working up a good head of steam...

Reveal hidden contents

2. Fire all the boilers!

Reveal hidden contents

3. Don't need these...

Reveal hidden contents

4. Or these...

Reveal hidden contents

5. Or these either...

Reveal hidden contents

6. Ah, starting to look like a real "ship of space".

» Reveal hidden contents

7. Ah well...we don't have any sails anyway!

» Reveal hidden contents

8. Beautiful dawn at the Big Green Ball of Ice Cream

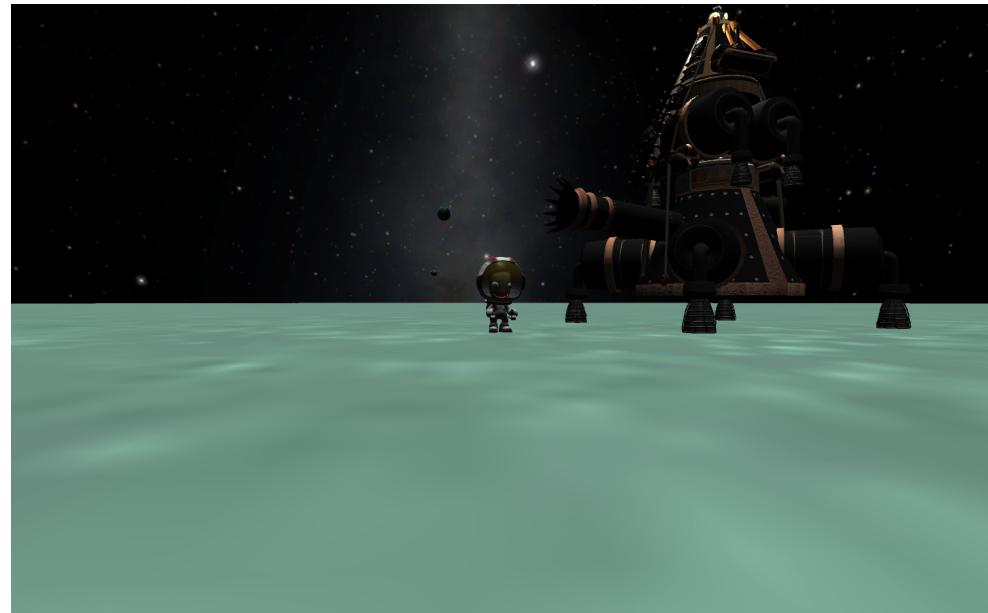
» Reveal hidden contents

9. And...

» Reveal hidden contents

10. ...Landed! Steampunk on the Green Moon!

» Reveal hidden contents



Whole album here: <https://imgur.com/gallery/J8EIA>

PS: Sorry for the spoiler spam. Still trying the figure out the best way to lay things out post-imgur-album-embeds.

Edited August 11, 2016 by Maverick_aus

extra extra extra



Quote

BT Industries and PmThay like this

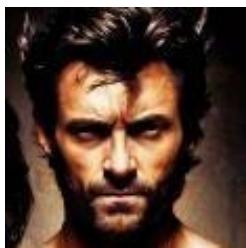


[Elcano Challenge](#)



Maverick_aus

Bottle Rocketeer



Members

+ 131

180 posts

Posted August 11, 2016

Report post



Hi Fengist,

Just thinking about your mod. I know it's early days, and as you can see I've had a lot of fun with it as is. So if you left it like this, no worries at all by me! But may I make a suggestion? If I had my way, I would be able to puff steam out of that smoke stack the entire time (not just in atmo). I realise it requires intake air to run the engine. Would it be possible for you to make a part which bottles intake air for space travel (or underwater)? Or should I simply be using your steam-in-a-bottle version of the multi-tank? (didn't try this - just thought of it).



Quote



[Elcano Challenge](#)



Fengist

Swabbie



Members

+ 1,296

1,735 posts

Posted August 12, 2016

Report post



On 8/11/2016 at 10:25 PM, Maverick_aus said:



Hi Fengist,

Just thinking about your mod. I know it's early days, and as you can see I've had a lot of fun with it as is. So if you left it like this, no worries at all by me! But may I make a suggestion? If I had my way, I would be able to puff steam out of that smoke stack the entire time (not just in atmo). I realise it requires intake air to run the engine. Would it be possible for you to make a part which bottles intake air for space travel (or underwater)? Or should I simply be using your steam-in-a-bottle version of the multi-tank? (didn't try

this - just thought of it).

You just discovered the purpose behind those fuel tanks. The trick. Leave your main engines off and just turn the stacks and compressor on. Manage the compressor so you don't put on too much ballast or weight... and build up a 'head of steam.' Once your steam tanks are full, you can shut the stacks off and, if you're not going under the surface, turn the decompressor on and get rid of any excess compressed water.

The aircraft I'm working on will work essentially the same way but use LF. It'll be costly in fuel to build up steam, but dirt cheap to run on steam once you have some.

Another trick, if you're going to be running above the surface of the water is to build up some steam, turn your engines on, then adjust the thrust of the stacks so that they don't burn too much ore. You can adjust the steam output to 0. Then, your stacks are producing exactly as much as your engines need and you're not wasting resources.



Quote

Maverick_aus likes this

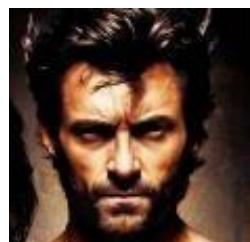


sig1.jpg



Maverick_aus

Bottle Rocketeer



Posted August 13, 2016

Report post

Ok. Thank you for explaining that. I'll have a play



Quote



Members
+ 131
180 posts



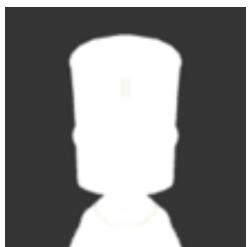
Elcano Challenge -

ACCEPTED



Tyren

Sr. Spacecraft Engineer



Members

+ 29

459 posts

Posted August 13, 2016 (edited)

Report post

I am a bit puzzled. I am trying out the tail fin engine and the drill, but they dont move for me. That makes me sad.
Firespitter is the latest version ofc.

I hope its my stupidity. :/

Edit: the props dont move either.

Edited August 13, 2016 by Tyren



Quote

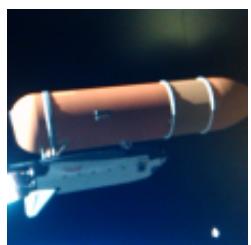


Gaalidas said:

You know what I find entertaining? When lo-fi commits 8 times to github, in a row, and manages to mess things up, fix them, mess more things up, fix those, and end up with a few messed up things as a grand finale.

vardicd

Supreme Commander



Members

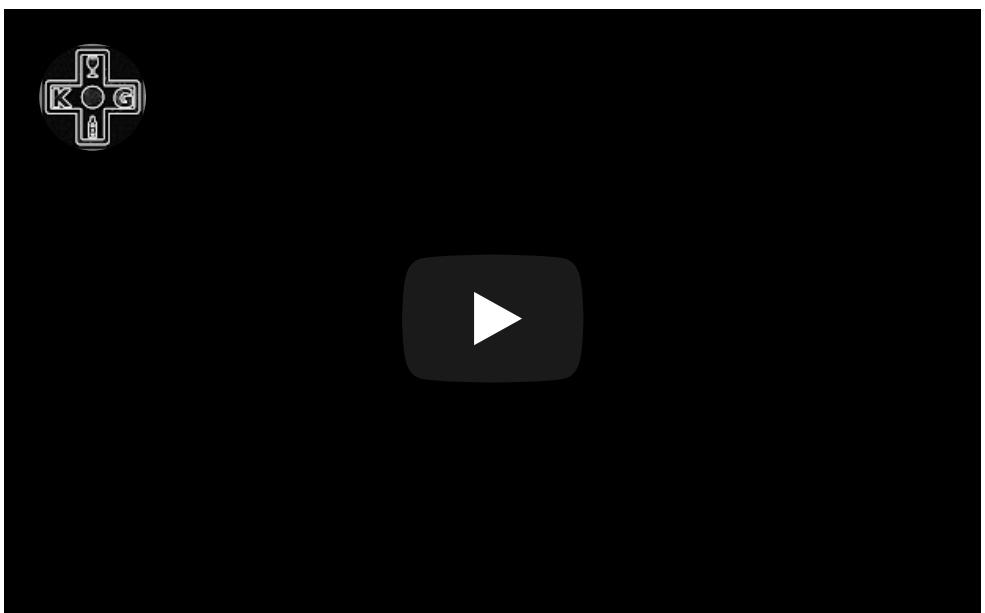
+ 340

1,468 posts

Posted August 13, 2016

Report post

Kottabos review :



Note He couldn't get the parts to animate either, was under the impression they were supposed to move.



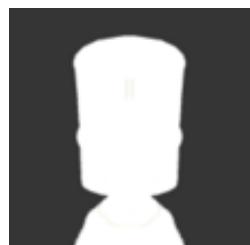
Quote



"You humans, you've been looking at the stars for all of your ~~x~~ existence, but you never saw. Only in the last few centuries have you started to peer deeper, and already you think you understand. My people have been here for billions of years, and there is still so much we don't know." Ogin Al'Shanti, Supreme Commander, Attean Exploratory and Defense

Tyren

Sr. Spacecraft Engineer



Members

+ 29

459 posts

Posted August 13, 2016 (edited)

Report post



Yeah, just like me, cuz they move in the trailer. Maybe a pushed back feature due to ~~release~~ issues? Well, those parts are even pretty without movement, so i dont mind that much. Just wanted to mention it.

Edited August 13, 2016 by Tyren



Quote



▼ Gaalidas said:

You know what I find entertaining? When lo-fi commits 8 times to github, in a row, and manages to mess things up, fix them, mess more things up, fix those, and end up with a few messed up things as a ~~grand finale~~

Fengist

Swabbie



Posted August 14, 2016

Report post



@Tyren, Ok, first question. What version of KSP are you running when you can't get them to animate.



Quote



Members

+ 1,296



Fengist

Swabbie



Members

+ 1,296

1,735 posts

Posted September 15, 2016

Report post



One of the benefits of adding in AVC to the latest update is that it allows me to track some very generic data on the usage of my mods and I thought I'd share them with you.

In the OP I've included a quick line chart that will show the number of times 1869 connected to the AVC script check to see if it's the latest version in the past 30 days. This chart includes ALL IP addresses and not just unique ones.

This chart should be automatically updated every 24 hours... or so.

As more data comes in over a longer period of time I may add in more charts.



Quote



sig1.jpg



1

2

3

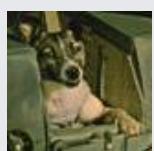
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[1.4.x] 1869 Steampunk Mod - Updated for KSP 1.4

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