KERBAL
SPACE PROGRAM

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[1.7.x] Kerbal Foundries -- Continued - Tracks, Wheels, and Gear

By Shadowmage, January 15, 2017 in Add-on Releases

• parts   • tracks   • wheels

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Shadowmage
Sr. Spacecraft Engineer
●●●●●

Members
⊕ **6,293**
4,338 posts

Posted January 15, 2017 (edited)

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KerbalFoundries - Continued

Re-inventing the wheel. Literally.

This is the main release and development thread for the continuation of KerbalFoundries, originally created by Lo-Fi and Gaalidas, continued under new development with explicit permissions from the original authors and under the terms of the original licensing.

This mod adds a variety of new parts to KSP that include wheels, tracks, and anti-gravity repulsors. For a list of features available to the wheels and tracks in this mod, please see the KSPWheels documentation (https://github.com/shadowmage45/KSPWheel/wiki). Currently included are four wheel models, eight track models, three repulsor models, a single skid/ski, a single screw-drive, and three adjustable aircraft landing gear.

Tweakscale is not needed or supported for the wheel or track parts (though you should be able to have it installed without problem, the wheels will not use TS for scaling). Scaling of the parts is accomplished through the KSPWheel plugin's native scaling support, and includes configurable scale powers for all scaled variables (rpm, load handling, motor power output) (in the in-game difficulty menu).

Many options are available and configurable through the

stock in-game difficulty options menu. Look for KSPWheel and all of the options will be under that tab, including scaling powers and damage model adjustments.

Downloads:
Releases available on Github
(https://github.com/shadowmage45/KerbalFoundries2/releases)

Issues / bug-reporting:
Report all issues through GitHub (https://github.com/shadowmage45/KerbalFoundries2/issues).
Include log files, a description of the problem, and screenshots if they will help explain the problem(s).

Mod Dependencies:
KSPWheel (included)
ModuleManager (included)

Documentation:
Please see the KSPWheel wiki for information regarding the features, functions, and configuration of the PartModules
(https://github.com/shadowmage45/KSPWheel/wiki).

Images, screenshots, examples:

<Deleted by forum updates, will return someday>

Change log:
 * Full logs --
https://github.com/shadowmage45/KerbalFoundries2/releases

Known Issues:
* Balance on parts is a bit arbitrary - can be changed based on feedback (especially the scaled balance)

* Scaling support is WIP - scaling powers are not finalized (motor, mass, speed, load, etc)
* Any other issues that exist with KSPWheel (see the KSPWheel repository/issues list)

Future Plans:
* More cleanup on configs and lots of balance work.
* Additional landing leg variants. Including a few more 'lander' styled.
* Additional landing gear variants. Single-wheeled straight gear, multi-wheeled side-deploy gear, large cargo-airliner styled multi-wheel deployable gear.
* Texture set options, and PBR textures (Textures Unlimited) - PBR likely as an optional addon pack, texture-set options included in regular releases.
* ~~Add a selection of helicopter style rotors. (custom KF plugin support, modeling, configs)~~
* ~~Add a selection of airplane style propellers (custom KF plugin support, modeling, configs)~~
* ~~Add a selection of VTOL / airship / hovercraft style ducted fans. (custom KF plugin support, modeling, configs)~~
* Add alternate and optional 'ICE' engine handling -- uses lfo/ox/intake air, with torque curves and gearing more suitable to an ICE engine. (KSPWheels)

Legal and Licensing:
KerbalFoundries - Continued models and art assets from the original Kerbal Foundries are licensed, released, and distributed under CC-BY-NC-SA licensing as per the original license of KerbalFoundries.
Adjustable Landing Gear models and textures - originally by BahamutoD, modified and distributed under CC-BY-SA licensing as per the original license of Adjustable Landing Gear.
This mod uses the KSPWheel API for wheel-collider physics and PartModules, and redistributes it under the terms of its own license (GPL 3.0+). Source code and license details may be found at: (https://github.com/shadowmage45/KSPWheel).
This mod includes and redistributes ModuleManager

under the terms of its own license.

Development Team:
`@Shadowmage` - KSPWheels coding, KF configs, model (re)rigging for legacy KF and ALG parts.
`@TiktaalikDreaming` - Models and textures for new parts.

Credits and Acknowledgements:
`@lo-fi` - for the creation and development of the KerbalFoundries mod and branding, for helping figure out some of the physics used in KSPWheel, and for his continued support.
`@Gaalidas` - for his contribution to the development of the original KerbalFoundries and adaptation of the DustFX code and dust-camera setup.
`@LitaAlto` - for the spiffy new high-res KF logos
`@BahamutoD` - for the Adjustable Landing Gear assets and concept.
`@damerell` - for sanity checking on physics and math in KSPWheels development.
`@blowfish` - for helping figure out implementation details and tracking down bugs in the code.
- Many others on the KSPWheel thread who helped figure out some of the physics and implementation details for wheel features.

Donations:
I work on modding during my highly-contended for spare time. If you would like to help contribute to my motivational caffeine fund, please see the button below. This is purely optional (and highly appreciated), but can help keep me motivated and energized (= more work getting done!).

Donate
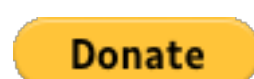
Edited July 23 by Shadowmage

+   Quote

You, Geschosskopf, JH4C and 65 others like this

martinezfg11

Kerbal Atmosphere Program

● ● ●

AOA TECHNOLOGIES

Members

➕ 317

470 posts

Posted January 15, 2017

C..cc..could it be...?

Awesome!

➕ | Quote | 👍

AoA Tech - Aviation Parts | **IVA Everything**

MY CRAFT ON KERBALX

Haifi

Rocketry Enthusiast

● ● ●

Members

➕ 37

144 posts

Location: Germany

Posted January 15, 2017

Thank you for your hard work! Not only for doing miracles with KSPWheel but also for keeping KF alive.

➕ | Quote | DeadOnDuna likes this | 👍

"I'm a happy little penguin"

KSP x64 Ubuntu 16.04LTS

KSP x64 Windows 10

DeadOnDuna

Bottle Rocketeer

● ●

Posted January 15, 2017 (edited)

it's for real !!!

Report post

I get a lot of "broke from overstressing "

> **On 1/15/2017 at 7:33 PM, Shadowmage said:**
>
> Many options are available and configurable through the stock in-game difficulty options menu. Look for KSPWheel and all of the options will be under that tab, including scaling powers and damage model adjustments.

Couldn't find the difficulty options menu (i was in a hurry and i might have missed it).... i could use some scaling powers and damage model adjustments.

Edited January 15, 2017 by DeadOnDuna

+   Quote

SpannerMonkey(smce)
Son of the Kraken.
●●●●●

Posted January 15, 2017 (edited)   Report post

Congrats on keeping to your intended schedule and the release. Also congrats on the track settings, they're almost perfect out of the box for everything I've tested them on, from 6.5 to 65 t they've been excellent even with my slight mod patches to slightly tweak the sizes via a model node, which is a lot less troublesome than a tweakscale cfg for some reason I've never understood.

> **On 1/15/2017 at 10:11 PM, DeadOnDuna said:**
>
> I get a lot of "broke from overstressing "

Hi it may be worth popping over to the KSPWheel thread as there is some very clear and useful info on how the

damage models work , and is worth a read for anyone using the new KF

PS and documentation! what a star, cheers ⭐

Edited January 15, 2017 by SpannerMonkey(smce)

| + | Quote | | Newtie likes this | 👍 |

DeadOnDuna
Bottle Rocketeer
● ●

Members
⊕ 12
20 posts

Posted January 15, 2017   Report post ⤴

> On 1/15/2017 at 10:30 PM, SpannerMonkey(smce) said:
>
> Hi it may be worth popping over to the KSPWheel thread as there is some very clear and useful info on how the damage models work

i follow that thread for quite some time... (old KF and KSPwheel made me wanna build rovers again)

 i dont understand the terminology or the physics of wheels ... i just want to move sliders 😵

Do you know where the difficulty options menu is ? Couldn't find it...

| + | Quote | | | 👍 |

SmashBrown

Rocket without a cause

● ● ● ●

Members

➕ 113

806 posts

You f@#$ing beauty!!! I love you.

➕ Quote 👍

Wibble ✖ ▼

JAFO

Spacecraft Engineer

● ● ● ●

Members

➕ 451

638 posts

Location: Australia

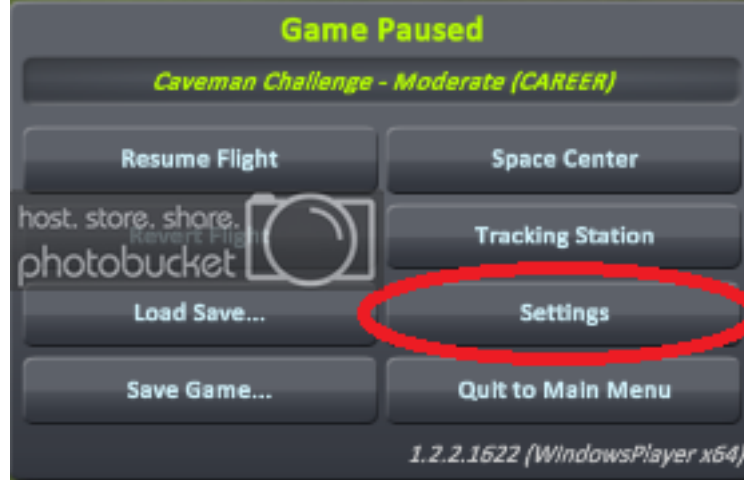> On 1/15/2017 at 11:00 PM, DeadOnDuna said:
>
> Do you know where the difficulty options menu is ? Couldn't find it...

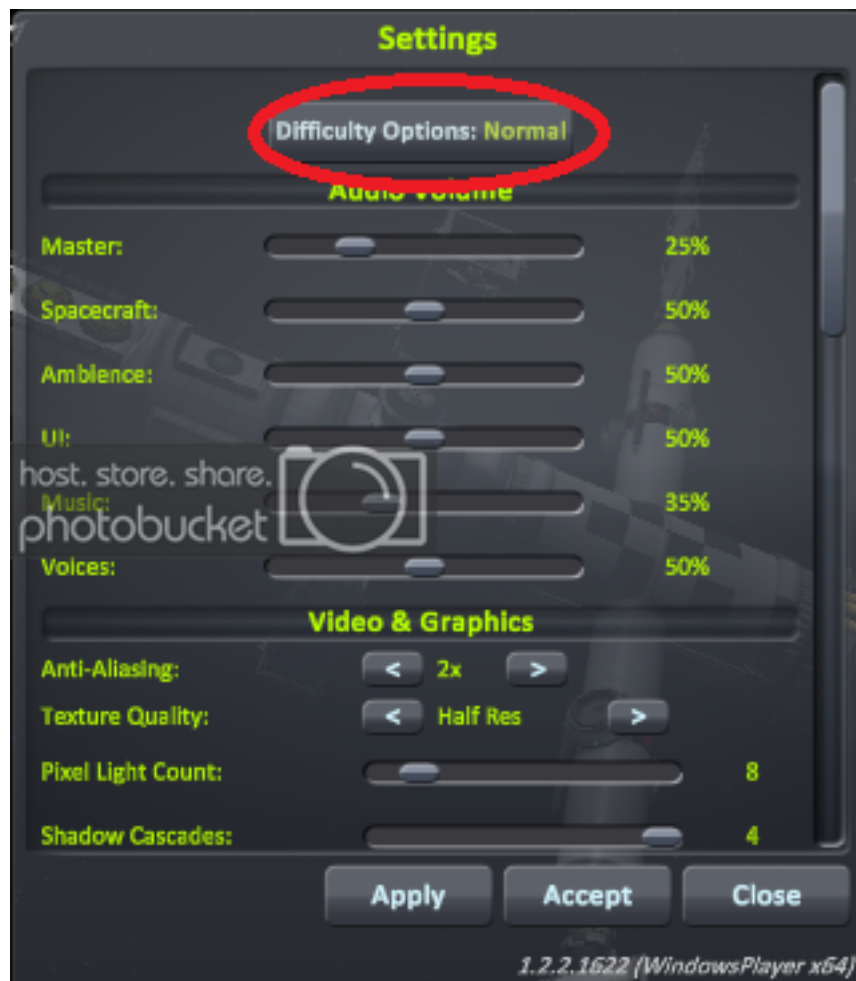If you're starting a new game, click here:

In-game, pause, click on <Settings>

and then click on <Difficulty Options>

which will open up the panel shown in the first pic.

+ Quote

DeadOnDuna, SpannerMonkey(smce), Skyer and 2 others like this

Creator of the KSP 1.2.x - 1.3.x - 1.4.x

SkeletonKing
Bottle Rocketeer

Posted January 16, 2017

This is perfect! Thanks so much 🐸

Quote   Nigel J. Cardozo likes this

Members
➕ 1
10 posts

Madrias
Rocket Scientist
●●●●

Members
➕ 294
1,031 posts
Location: In the Spaceplane
Hangar

Report post ◄

Well, if you're already planning some new parts to do later, mind adding some form of walker to that list somewhere? Obviously, very low priority, as making everything work should come first.
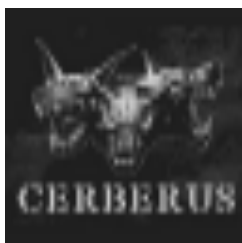
Quote   The_Cat_In_Space likes this

Cerberus738
Sr. Spacecraft Engineer
●●●

Members
➕ 45
297 posts

Report post ◄

Been watching for this revival! Awesome news!

Quote

[sIGPIC][/sIGPIC]   ✕ ▾

Newtie
Curious George
●●

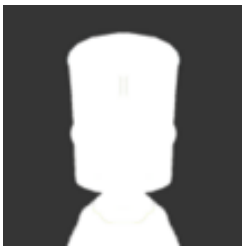Report post ◄

Glad to see this back up and working!

Quote

Vanguard-Warden

Bottle Rocketeer
● ●

Posted January 16, 2017

Report post

YES!! It's back!

➕ Quote

DeadOnDuna

Bottle Rocketeer
● ●

Posted January 16, 2017

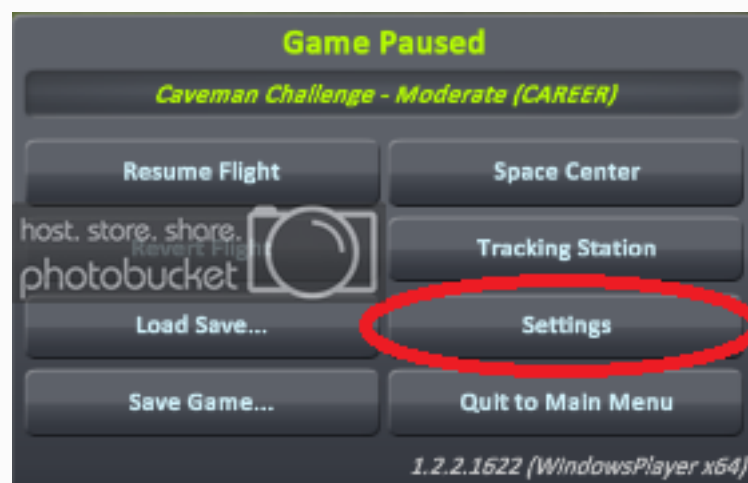Report post

> On 1/15/2017 at 11:54 PM, JAFO said:
>
> In-game, pause, click on <Settings>
>
>
>
> and then click on <Difficulty Options>

many thanx to @JAFO

➕ Quote

Jipit45

Curious George

●

Members

● 0

4 posts

Report post

Heavy Breathing ITS BACK 🐸

+ Quote 👍

eddiew

the one with the ears

●●●●●

Members

● 4,152

3,549 posts

Report post

This thread wins the eyebrow of approval.

+ Quote 👍

My mission logs: Nekozjin Aerospace Flight Files (aka eddiew's c'logs) | my KSP stuff on imgur: nekozji.imgur | some of the stuff I draw: eddiew.deviantart

Mods used in 1.3.1: planets - GPP+GEP === visuals - Nebula === parts - Near Future | SpaceY | DMagic Orbital | KNES | LET | Tweakscale | Scansat | Foundries | Thor | ESLD: JR === gameplay - Bon Voyage | CTT | HFTTN |

War Eagle 1

Everyones favorite Kerbal playing redneck

●●●●●

Members

● 312

1,574 posts

Location: Alabama

Report post

Commenting for later

+ Quote 👍

In the beginning, God created the Heavens and the Earth

PROJECT GENESIS

Beetlecat

Report post

Sr. Spacecraft Engineer
●●●●●

Members
➕ 627
1,720 posts
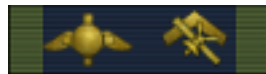
It's back!!!!

➕ Quote

👍

Onward!

JediRangerkendor
Rocketry Enthusiast
●●

Members
➕ 39
98 posts
Location: Floating Round my Tin Can

Posted January 16, 2017   Report post ⤴

OHMYGODOHMYGODOHMYGODOHMYGODOHMYGOD

Whats the update schedule look like?

➕ Quote   JAFO likes this   👍

JAFO
Spacecraft Engineer
●●●●

Members
➕ 451
638 posts
Location: Australia

Posted January 16, 2017   Report post ⤴

> On 1/16/2017 at 8:05 PM, JediRangerkendor said: ⤴
>
> OHMYGODOHMYGODOHMYGODOHMYGODOHMYGOD

My feelings exactly.. 😎

➕ Quote

👍

Creator of the KSP 1.2.x - 1.3.x - 1.4.x

Rivvik

SPACESHIP!!!

●●●
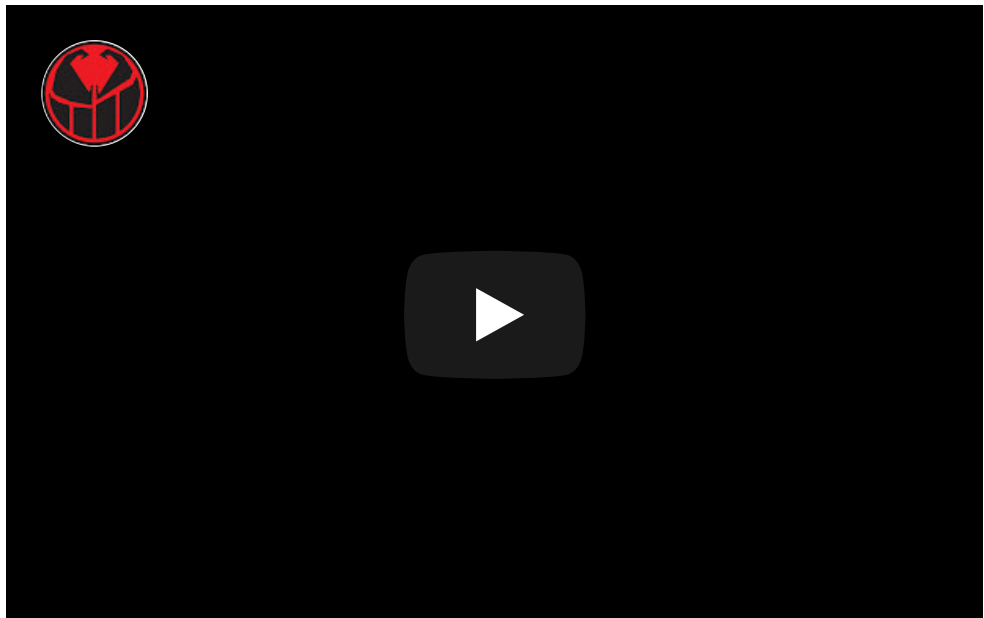
Members

➕ 50

123 posts

Posted January 16, 2017

Thanks!!!!!!

➕ Quote

Shadowmage, Fireheart318, minepagan and 1 other like this

This will fool them...unless they look at it.

JebberJones

Bottle Rocketeer

●●

Members

➕ 4

12 posts

Posted January 17, 2017

THE TRACKS TREAD AMONG US ONCE MORE!

THE HEAVENS HAVE SPOKEN, AND GOD HAS RETURNED!

➕ Quote

fatcargo

Spacecraft Engineer

●●●

Posted January 17, 2017

WOOOOHHOOOOOOO ! YESSSS ! Now to continue making my crawling fortress !

➕ Quote

DeadOnDuna likes this

Shadowmage

Sr. Spacecraft Engineer

●●●●●

Posted January 17, 2017 (edited)   Report post   ⮞

> **On 1/16/2017 at 1:41 AM, Madrias said:**
>
> Well, if you're already planning some new parts to do later, mind adding some form of walker to that list somewhere? Obviously, very low priority, as making everything work should come first.

A bit out of the scope of the mod. Seems more like an IR/KOS deal. (unless I'm misinterpreting what you mean by 'walker'; certainly a geriatrics style 'walker' would be in the wheels domain (if of questionable use in KSP), but a star-wars style 'walker' clearly is not)

> **On 1/16/2017 at 8:05 PM, JediRangerkendor said:**
>
> OHMYGODOHMYGODOHMYGODOHMYGODOHMYGOD
>
> Whats the update schedule look like?

Whenever they are ready (tm).

(Generally I do releases on weekends, sat/sun, -if- whatever developments are ready for release that week; if nothing is ready, there will be no release. If something is WIP/unstable, even if other things are ready, there will be no release.)

Likely there will be a minor update this weekend to add

back in some of the missing features (sounds, dust), and fix up some configs that I missed (Tiny Track).

Edit: BTW -- most of the 'development' news for KF will actually be posted over at the KSPWheels thread, as that is where all the plugin-level magic is decided/figured out. Mostly the only 'development' discussion that will happen in this thread will be related to Kerbal Foundries specific part-balancing. E.G. There is some data/questions up on the KSPWheels thread about repulsors that is very relevant to KF (but as it is all part of the KSPWheels plugin, it is all being discussed and developed over there...).
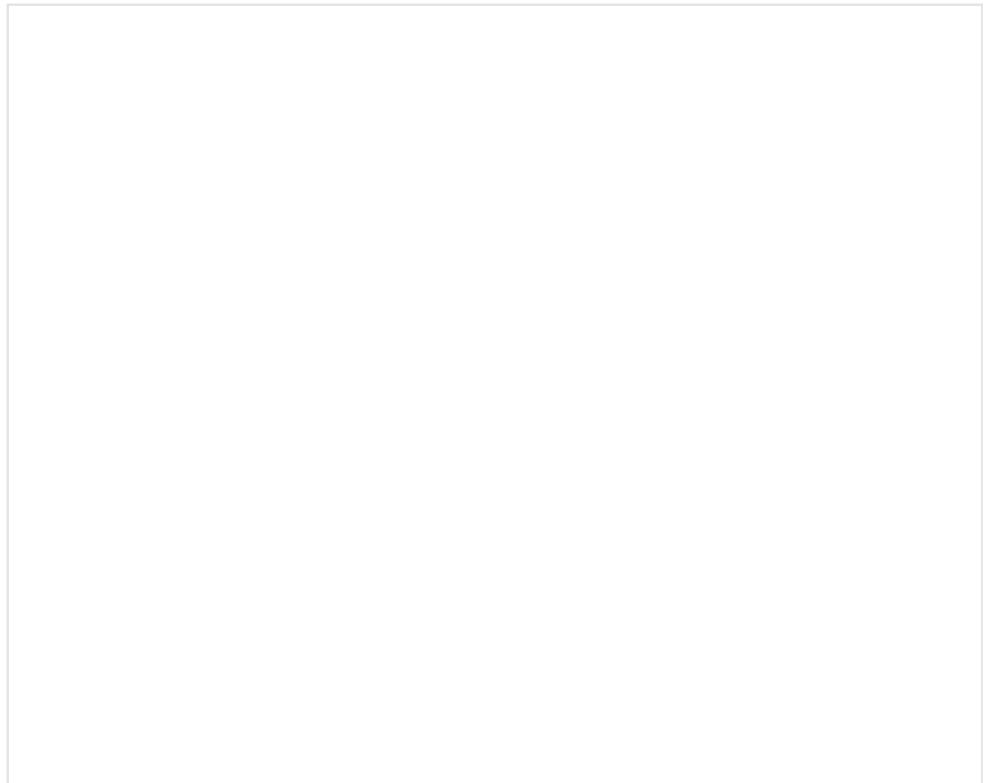
Second Edit:
Will be added to CKAN indexing for future 'public' releases, courtesy of and thanks to @linuxgurugamer   -- first CKAN versions should be available sometime this weekend/next week.

Edited January 17, 2017 by Shadowmage

+   Quote

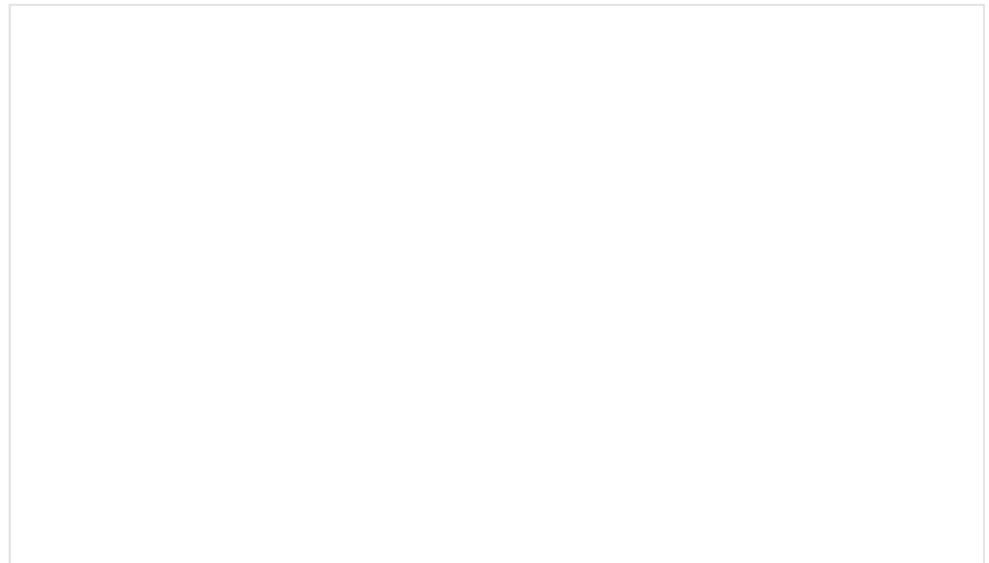SS
Low Part Co

Beetlecat

Sr. Spacecraft Engineer

●●●●●

Members

➕ **627**

1,720 posts

Report post ⮞

For me, the idea of a "walker" being supported by this mod would be the Critter Crawler from this pack:

IIRC, it's basically animated legs, but uses wheel physics. I wonder if @Papa_Joe and the gang are looking to re-do them. 🐸
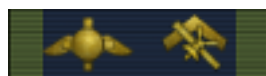
| ➕ | Quote | Madrias and stickman939 like this | 👍 |

Onward!   ✖ ⯆

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