

[1.2.x] Grand Prix v1.0 (1/7/17)

By SuicidalInsanity, January 8, 2017 in Add-on Releases

• racing

• kerbalkonstrukts

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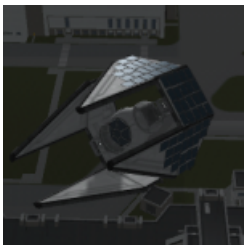


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SuicidalInsanity

Sr. Spacecraft Engineer



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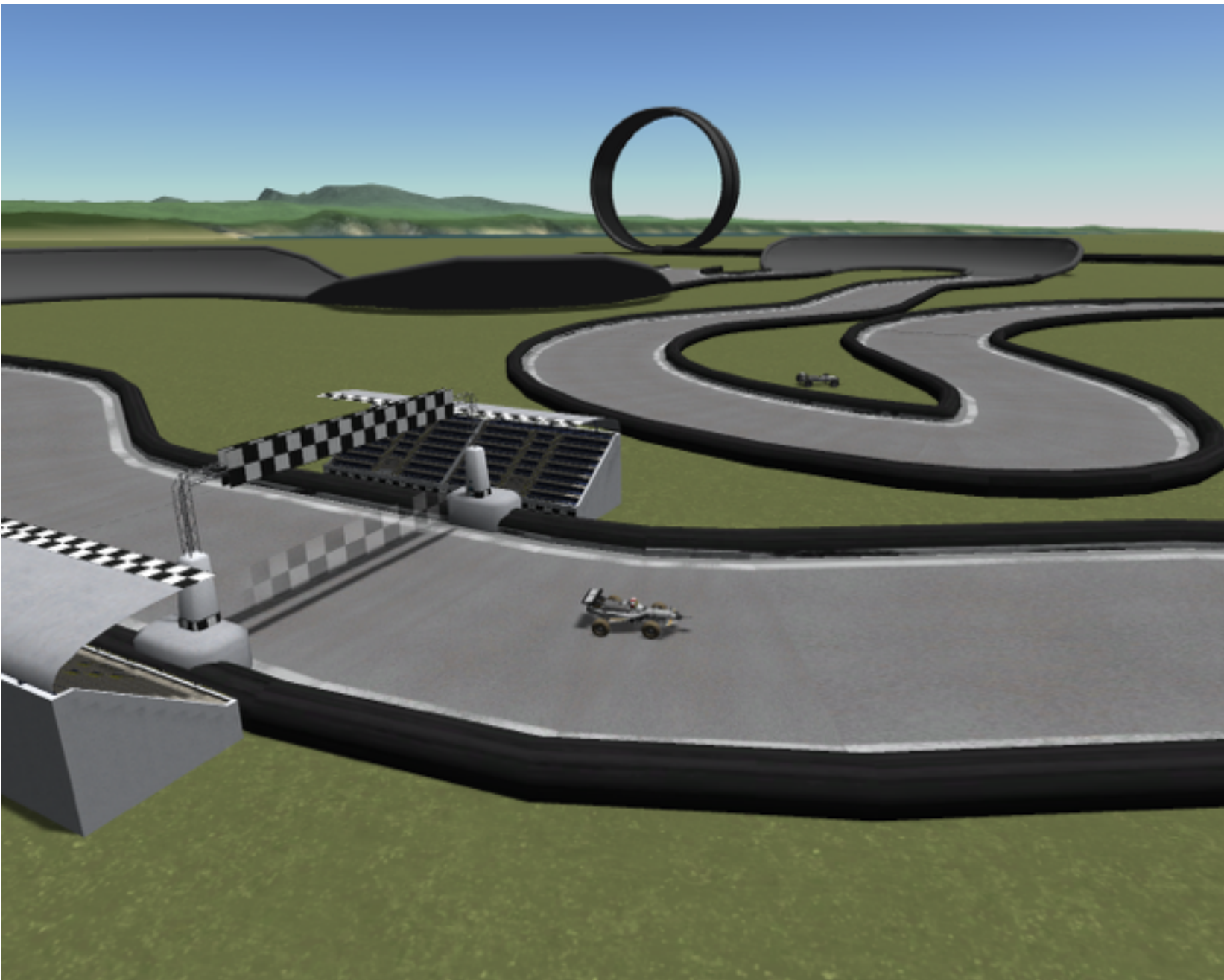
👤 1,747

1,078 posts

Posted January 8, 2017 (edited)

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Grand Prix 1.0



Grand Prix adds a selection of race track themed [Kerbalkonstrukts](#) Statics to KSP that KK users can use to construct custom courses and racetracks., Also included are a number of premade circuits for immediate racing.



At present, Grand Prix contains:

- 6 different track curves
- 4 different banked curves
- 4 different lengths of straight track
- Y and T intersections
- Left and Right bent track
- A track jump
- A track to ground endpiece

- A sloped track section
- 80m loop
- Grandstand, and finish line statics
- track spawnpoint for easy track access via [VAB/SPH](#)

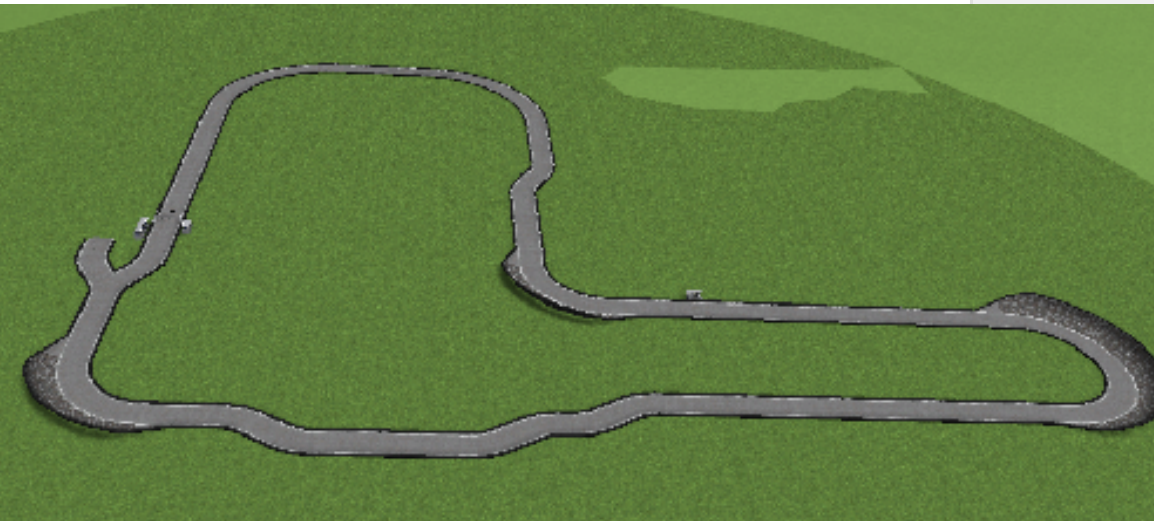
Track sections are 24m wide, and lengths are in multiples of 24m. Grandstand, finish line, and spawnpoint statics share the same centerpoint as straight track sections, allowing copy-paste of Static coordinates for easy alignment.

Recommended speed for the loop is 50m/s. Vehicles with some form of down force are also recommended.

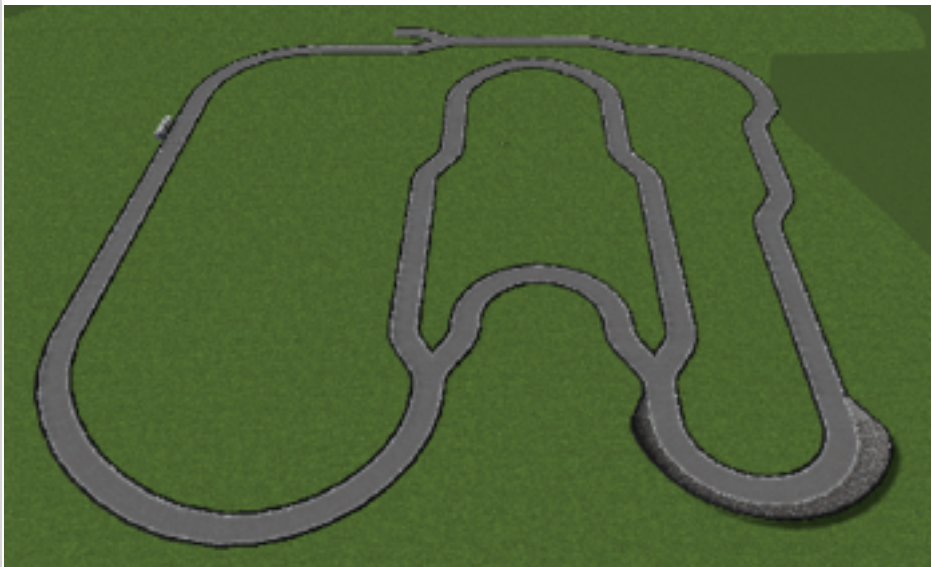
Also included are six premade circuits of varying difficulty: Tracks can be found in the 'Others' category in the KK lauchpad selection menu in the [VAB/SPH](#)



Monolith Speedway: This is a short, straightforward oval track, gentle and banked curves. lap length 3.9km.



Rockomax Autodrome: Slightly more complex variation on the standard oval, gentle and banked curves. Lap length: 4.6km.



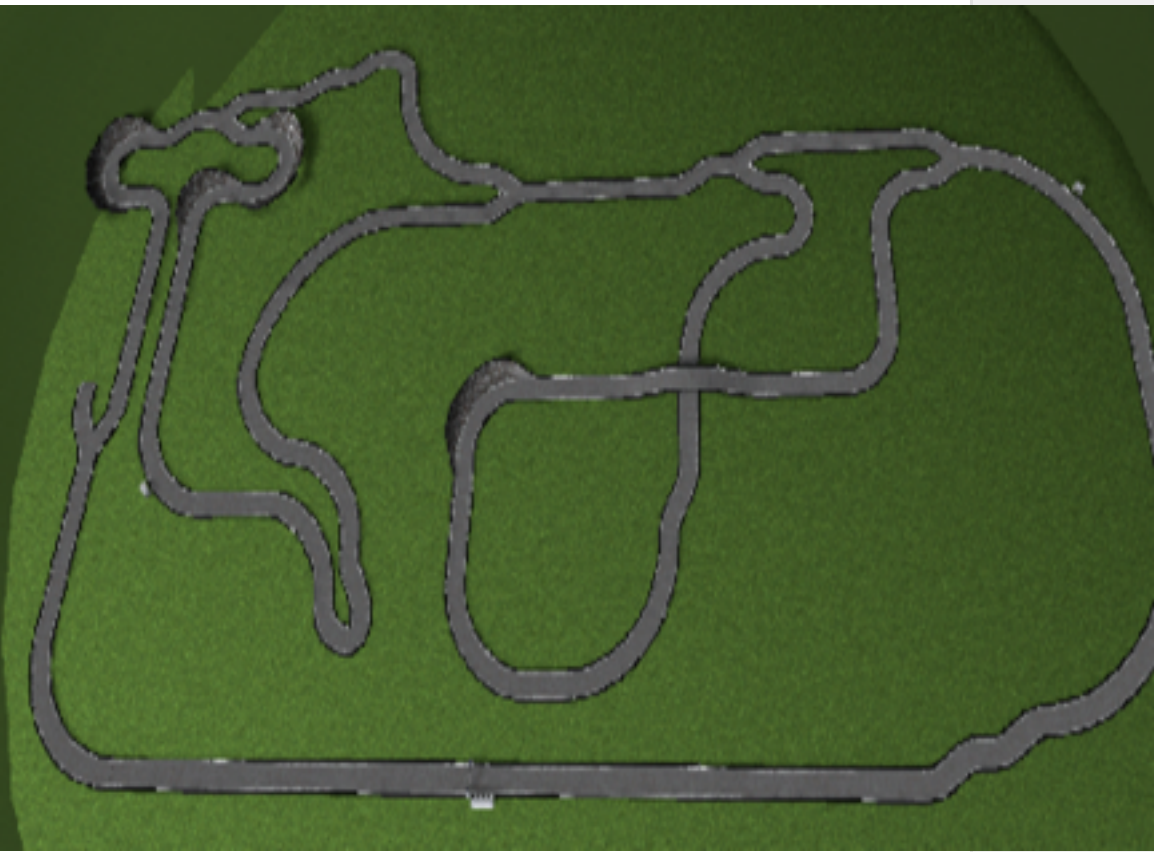
Kerlington Circuit: Two circuits for the price of one. Lap length (full course) 6.7km.



RoveMax Proving Ground: Intermediate circuit, watch out for tight curves and an elevation change. Lap length: 5km.



K.W.R.S. International. A intermediate to advanced circuit notable for its length. Watch out for sudden elevation changes. lap length: 11km.



Lightyear Motorplex: An advanced circuit with multiple configuration options. Some elevation changes, lots of sharp curves. main straight doubles as a drag strip. lap length: varies



This pack requires KerbalKonstructs to function.

Download form [SpaceDock](#) or [GitHub](#).

LICENSE
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Edited January 8, 2017 by SuicidalInsanity

+

Quote

mrmcp1, Castille7, Nightside and 18 others like this

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TheEpicSquared

The face on Mars
●●●●



Members
+ 2,061
1,456 posts
Location:
011011100110111101110100
001000000110000101110010
011001010110000100100000
0011010100110001

Posted January 8, 2017

Report post

Awesome! Great work! 🤖

+

Quote

[Through Hardships to the Stars](#) | [Crazy Contraptions](#) | [Emulating Real Life in KSP](#)



CarnageINC

Rocketeer
●●●



Members
+ 129
178 posts

Posted January 8, 2017

Report post

WOOT! Now that is an original mod idea! I love F1! Now I gotta build all the classic tracks if I can! Thanks SI =)

+

Quote

[Development Mod Librarian](#) and [Community Library Assistant](#) , I'm comparable to Igor versus [Gaarst](#), my Dr. Frankenstein!
Together we cobble stuff together for the community.

Dr.Wolfram

Space Architect
●●

Posted January 8, 2017

Report post

Cool! Reminds me Trackmania 🤖



Quote



Members

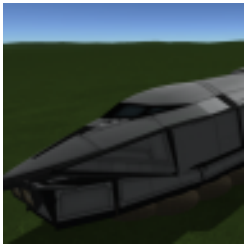
+ 40

56 posts

Location: Drifting around VAB

mrmcp1

Sr. Spacecraft Engineer



Members

+ 316

421 posts

Posted January 9, 2017

Report post



These tracks are great



It would be great if there were some offload type pieces for rally cross type races

Looking forward to making my own tracks



Quote



**SpannerMonkey(s
mce)**

Son of the Kraken.



Members

+ 2,981

3,677 posts

Posted January 9, 2017

Report post



Hi great mod and one likely to become a permanent addition to my gamedata folder

I don't know if anyone has used this in combination with the Races mod to enable timing of laps split times etc, for anybody who fancies trying here's a set of gates for the Monolith Raceway and Rovermax Proving Ground . i would have done them all but I'm having a spot of trouble with KK and needed to temporarily remove GrandPrix as part of the fault finding.

<https://www.dropbox.com/s/ph44kk7ycn02ldc/RaceTracks.zip?dl=0>

Just extract the folder and place in GameData but not in the actual Races folder, for this to work the install path needs to be Gamedata/Racetracks/theTracks



Quote

Fireheart318, mrmcp1 and SuicidalInsanity like this



[SM Armory 1.4.x](#). [SM AFV's 1.4.x](#) [SM Marine 1.4.x](#) [Large Boat Parts, Modern and WW2 1..4.x](#) [SM-Stryker Armory and Aerospace 1.4.x](#); [SM OST and T 1.4.x](#) [SM Static Harbors etc](#)
[SMI Small Arms coming soon](#)
[How to get support](#)

ValynEritai

AKA Nexxus Drako Gaming



Members

+ 20

28 posts

Location: Australia

Posted January 9, 2017

Report post

Can we get this on [CKAN](#) for easier downloading?



Quote

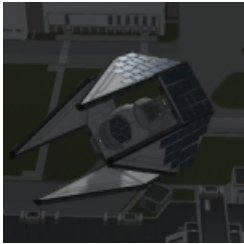


Wannabe Modder and Gamedev, Layman Rocket Scientist, Let's Player and Youtuber.



SuicidalInsanity

Sr. Spacecraft Engineer



Members

+ 1,747

1,078 posts

Posted January 9, 2017 (edited)

Report post

@mrmcp1: I have a number of ideas for dirt track bits, so Grand Prix is almost certainly going to get a dirt track part lineup to complement the road parts at some point in the probably near future.

@Spannermonkey(smce): I hope it's not an issue with a Grand Prix static; if it is let me know so I can get it fixed. Also, Races! integration, nice!

@ValynEritai: Sure. Assuming the Add to [CKAN](#) checkbox works the way I think it does on SpaceDock, it should be up on [CKAN](#) now.

Edited January 9, 2017 by SuicidalInsanity



Quote

DoctorDavinci and mrmcp1 like this



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[BAD-T III WW2 BDAc Tournament](#) | [BAD-T IV WW2 BDAc Tournament](#) | [BAD-T V DJA 1946 BDAc Tournament](#)

fast_de_la_speed

chewy sprungy

Posted January 12, 2017 (edited)

Report post



Members
+ 151
186 posts
Location: Canada

I'm glad someone has taken the reins to the race track scene of KSP, back when I made FASTCORP roads and bridges it was just a small scene starting out. Now that I'm winding down with modding, I'm happy my ideas live on, in a way. 🤖

I also like the trackmania inspired look of these parts, trackmania is the best

Edited January 12, 2017 by fast_de_la_speed

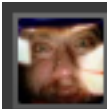


Quote

Aerospacer likes this



I still haven't landed on every planet and I've played since 0.19



big africo
Last Online 4 days ago

7

Fireheart318

A cat



Members
+ 188
605 posts
Location: Staring at the big red button

Posted January 19, 2017 (edited)

Report post

It's really fun to drive but the track feels too small. A good doubling in width would probably be good. I'm using small jet-wheel hybrid rovers if it matters



On 1/9/2017 at 1:12 PM, SpannerMonkey(smce) said:



What mod(s) comprise that rover? I'm mainly interested in the wheels

Edited January 19, 2017 by Fireheart318



Quote



PSA - IF YOUR ROBOTICS ARE FLOPPY, SQUISHY, OR JUST PLAIN SUCK, TRY SETTING DAMPING TO ZERO



I have nothing else to put here =^u^=

SpannerMonkey(smce)

Son of the Kraken.



Members
+ 2,981
3,677 posts

Posted January 19, 2017

Report post



On 1/19/2017 at 10:58 AM, Fireheart318 said:



What mod(s) comprise that rover? I'm mainly interested in the wheels

Hi everything that's in the image that isn't stock are parts I've made. (so everything apart from the intakes, fuel tanks and junos) The wheels in particular i developed for the Dakar Kerbin challenge, so have already had a pretty tough test and imo , come through with flying colors, They come in several variations for different usages, from jet assist (wider heavier) to pure EC low drag versions (lighter narrower) and two distinct height options . While using a stock cfg they do benefit from some hierarchy and performance enhancements that stock wheels

lack (personal opinion of course)

As yet non of it is released although some parts are out on test, I don't have any plans to release any of the parts, as I already have my hands full just managing the half dozen published mods I own or maintain . While i can quite happily turn out new stuff all the time, and do, like many mod makers I make ten times more than ever get released. If you're interested I'd could pm you a test copy. (test also includes a set of fixed M1style wheels which makes them considerably more fun)


On 1/19/2017 at 10:58 AM, Fireheart318 said:

It's really fun to drive but the track feels too small. A good doubling in width would probably be good. I'm using small jet-wheel hybrid rovers if it matters

Much better with a good set of EC wheels and dumping the jets though, trouble is, stock doesn't really have anything quick enough to properly enjoy the tracks and the torque curve is really less than ideal (again imo 🙄)

+Quote

Fireheart318 and DoctorDavinci like this




[SM Armory 1.4.x](#). [SM AFV's 1.4.x](#) [SM Marine 1.4.x](#) [Large Boat Parts, Modern and WW2 1..4.x](#) [SM-Stryker Armory and Aerospace 1.4.x](#); [SM OST and T 1.4.x](#) [SM_Static Harbors etc](#)
[SMI Small Arms coming soon](#)
[How to get support](#)

TedwinKnockman6

6

Draw Forever!



Members

+ 673

245 posts

Location: Kazakhstan, Almaty city



Posted January 28, 2017

Report post

Time for Kerbmania! (Trackmania)


+Quote

<http://tedwin-knockman66.deviantart.com/> | <https://twitter.com/tedwin66> |



varsass

Rocketry Enthusiast



Members

+ 62


74 posts


Posted February 18, 2017

Report post


Awesome mod, there's just a small problem if you use it with Kerbin Side at the same time : K.W.R.S. International (from this mod) and KSC2 (from kerbin side) are at the same spot, so both are unusable.

+Quote

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