

[WIP][1.6.x_TEMPORARY FIX] NAS - Naval Artillery System 0.7.0 (BDAc Addon, WW2 Naval Weapons) - "Land of Dragon" - 2018/4/28

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By Acea, August 15, 2015 in Add-on Development

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Acea

Kerbin Naval Engineer



Moderator

[+ 436](#)

731 posts

Location: Jeb's Naval Arsenal
& Universal Fleet Solutions

Posted August 15, 2015 (edited)

[Report post](#)

A TEMPORARY
FIX FOR 1.6.X
CAN BE FOUND
HERE



ATTENTION: Behaving quite stable now though, this stuff is still under development.

Remember to read and follow ALL manuals below, and use it at your own risk.

Naval Artillery System(NAS) is basically an expansion of the amazing **BahamutoD's BDArmory**, providing a set of naval weapon replicas and weapons used to attack naval ships from both side in WWII. It is still WIP, and not so detailed, we would improve that soon. PERHAPS

The pack is now under development of a modding team named Kerwis, members of which are all from China. I am honored today to post this small expansion to you all!

Our members:

Models: Ben, BF2_Pilot, Edoaca, GeorgeDuty, Icecovery, ladeng, Minamion, sky92

Textures: Acea, Ben, GeorgeDuty, ladeng, Minamion, sky92

Import: BF2_Pilot, flywlyx, GeorgeDuty, ladeng, ouloul

Configs: Acea, ladeng

Technical Support: BF2_Pilot, flywlyx, GeorgeDuty, HoneyFox, ouloul, Summerfirefly

Debug and DEBUUUUUUUUG: All of us above, and Himidori Shuumoto

Localization Supporters:

Japanese: eboshi

Russian: Next_Star_Industries, NISSKEPCSIM

Simplified Chinese: Acea

Spanish: fitiales

Special Thanks: harpwner (for his wonderful firing effects) TheBeardyPenguin & TAPEGaming on YouTube (for their awesome *Fall of Kerbin* series and actual battle data for us to rebalance and improve NAS)

REQUIRES:

BDArmory Continued v1.2.0 or later. Older versions

are not supported.

[Module Manager](#), an API by sarbian and all of you know what it is.

RECOMMENDS:

[Hangar Extender](#), a plugin by Snjo, allowing you to build larger ships.

[Kerbal Joint Reinforcement](#), an excellent plugin by ferram4, which strengthens the link between parts.

[Large Boat Parts Pack](#), a warship expansion by Laythe and SpannerMonkey(smce), which give us easier access to constructing WWII and modern naval ships.

[Maritime Pack](#), a universal ship expansion by Fengist, which provides parts ranging from steam ships to escort/light carriers and new functions.

[SM Marine](#), a warship mod by SpannerMonkey(smce), including almost everything about modern naval building and battles.

[WW2 Warships](#), a ship simulating mod by Azimech, providing features like sinking simulation, which are quite useful in AI or multiplayer combats.

COMMUNITY EXPANSIONS:

[MalFunc Weaponry](#), created by Themorris, with several modern naval weapons, useful for everyone who enjoys building warships.

[North Kerbin Dynamics](#), an addon by harpwner, providing nukes, Mk 45 naval gun, and a bunch of cool stuff.

[P.E.W.](#), made by LORDPrometheus, with a lot of missiles, bombs and turrets based on actual American and Russian weapons.

MORE WWII WEAPONS:

[Aviator Arsenal](#), a BDA addon made by tetryds, contains the most famous World War 2 aircraft weaponry.

[TUKE Attack Systems\(WIP\)](#), an expansion pack for BDArmory by TUKE, adds several WWII aircraft weapons.

Source

code: <https://git.ustclug.org/shenzhou05/ASW/tree/master>

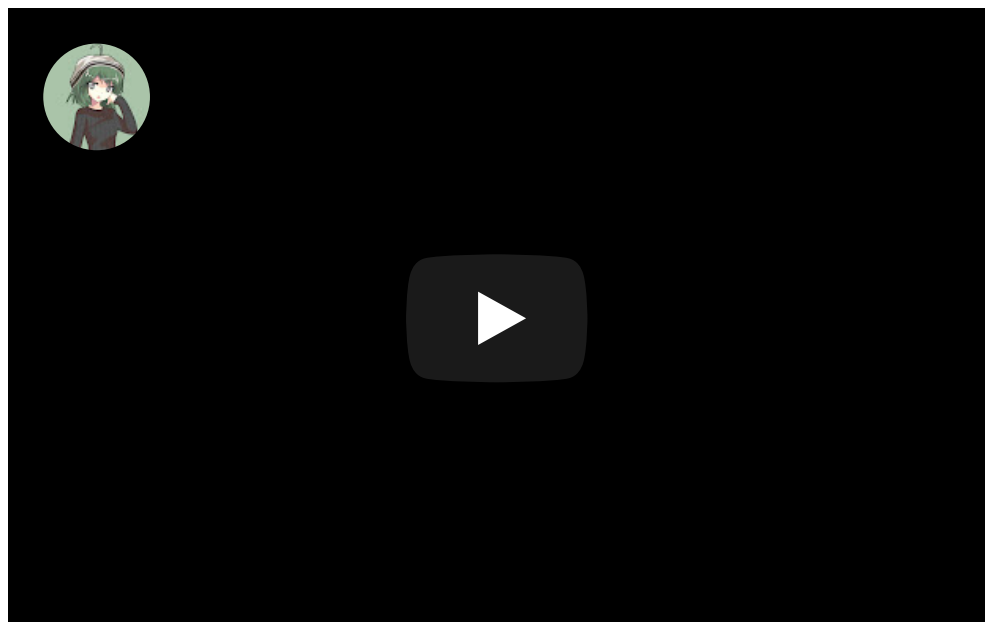
DOWNLOAD:

[SpaceDock](#) (Available on [CKAN](#))

Alternative: [Curseforge](#)

INSTALLATION : Delete the existing CAL and NAS folders in your own GameData, then unzip GameData into game directory.

DO NOT USE CAL ANY MORE WITH NEW VERSIONS!



Part list (Updated Apr. 28th):

➤ [Reveal hidden contents](#)

Changelogs:

➤ [Reveal hidden contents](#)

Please tell me or PM my teammates if you have any questions or suggestions about this pack. We're glad to help.

License: 

Firespitter plugin was released under [Snjo's custom license](#).

Edited May 8 by Acea
Important notice added



Quote

Wraith977, TheSpaceManiac, General Rarity and 14 others like this



Serving as a designer and engineer

[NAS - Naval Artillery System](#)

[UFS - Universal Fleet Solutions](#)

[TIME - Trace Invisibility Mechanism](#)

sashan

Aerospace Engineer




Members

+ 158

999 posts

Posted August 15, 2015

Report post

Pics please! No pics no clicks.  Upload them to imgur.com and post here. But I'm downloading anyways.

EDIT: Link goes 404.



Quote



[Rocinante's Point Defence Cannon - from The Expanse](#)



Acea

Kerbin Naval Engineer



Moderator

+ 436

731 posts

Location: Jeb's Naval Arsenal
& Universal Fleet Solutions

Posted August 15, 2015

Report post

Right I made a mistake:P new link and a pic added.



Quote

General Rarity likes this



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[UFS - Universal Fleet Solutions](#)

[TIME - Trace Invisibility Mechanism](#)

ouloul

Curious George



Members

0

1 post

Posted August 15, 2015

Report post

textures are terrible



Quote



sashan

Aerospace Engineer



Members

+ 158

999 posts

Posted August 15, 2015

Report post

OMG that is awesome. Can you actually see the shell in flight?



Quote



[Rocinante's Point Defence Cannon - from The Expanse](#)



TUKE

Gunnery Pilot



Members

+ 53

348 posts

Posted August 15, 2015

Report post

And heres me making a WW2 aircraft weapons expansion pack all by my lonesome 🤖 Looks cool guys!



Quote

Danisaiah likes this



I build stuff, i test stuff, i explode stuff, i then throw Bill at the drawing board after noticing the

Red Iron Crown

Common Denominator

Posted August 15, 2015

Report post



Members
+ 12,376
15,088 posts
Location: GMT -3.5

oouloul said:

textures are terrible

Almost as if it's a work in progress.



Quote

guesswho2778, ostrich, b0ss and 5 others like this



"If your only tool is a booster, all your problems start looking like gravity."

Acea

Kerbin Naval Engineer



Moderator

+ 436

731 posts

Location: Jeb's Naval Arsenal
& Universal Fleet Solutions

Posted August 15, 2015

Report post

Released a hotfix 0.1.1 for the terrible textures. Hope it'd help.



Quote



Serving as a designer and engine

[NAS - Naval Artillery System](#)

[UFS - Universal Fleet Solutions](#)

[TIME - Trace Invisibility Mechanism](#)

EdusacconBR

HUE BR?



Members

+ 208

1,500 posts

Location: Uh... Not on Brasil?

Posted August 15, 2015

Report post

can it explode the vab in 1 shot?



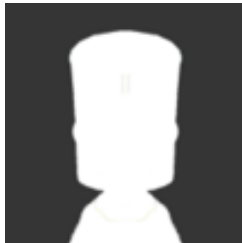
Quote





Hellbrand

Sr. Spacecraft Engineer



Members

+ 40

499 posts

Posted August 15, 2015

Report post

Now we just need a hull to mount these on!



Quote



"A good scientist is a person with original ideas. A good engineer is a person who makes a design that works with as few original ideas as possible. There are no prima donnas in engineering." -Freeman Dyson



Kerbal Aeronautical Engineer and Sergal Extraordinaire! you need something transported somewhere Re it hombs or

Logan.Darklighter

Junior Rocket Scientist



Members

+ 406

616 posts

Posted August 15, 2015

Report post

Oh... my... god...

I'm hoping to see a 3 Barrel main gun mount in the future (if you're not already designing it!)

Holy crap, I may yet actually be able to build THIS at some future point.



Quote



-Logan



"Everyone gets lost in the darkness

Dreamers learn to steer by the stars..."

Acea

Kerbin Naval Engineer



Moderator

+ 436

731 posts

Location: Jeb's Naval Arsenal
& Universal Fleet Solutions

Posted August 15, 2015 (edited)

Report post

Yeah the Yamato main turret is absolutely on our schedule, and we need some time.

Edited August 15, 2015 by Acea



Quote



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[NAS - Naval Artillery System](#)

[UFS - Universal Fleet Solutions](#)

[TIME - Trace Invisibility Mechanism](#)



mike9606

Rocket Scientist



Members

+ 60

780 posts

Posted August 15, 2015

Report post

Downloaded this and holy kraken those turrets are big. The 5" turret is probably the only one that will fit on current sized Maritime Pack hulls, though if a bigger hull is ever released (which is planned I believe) I do have procedural parts installed so I can build a mount thing for the large turrets.



Quote



[sIGPIC]/[/sIGPIC]



Admiral-Helwyr

The Bird of Hermes



Posted August 15, 2015

Report post

This is really cool, I love Battleship turrets!!!

Good luck with this.



Members

+ 38

104 posts

Location: Oregon

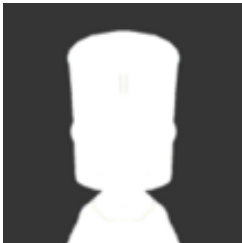


Quote



Wolf Baginski

Sr. Spacecraft Engineer



Members

+ 77

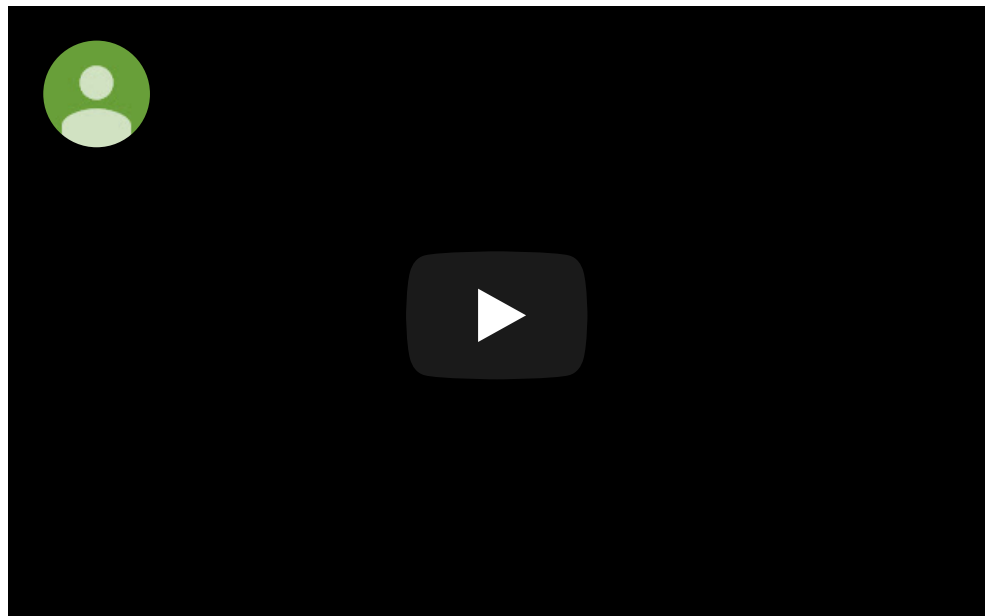
460 posts

Posted August 15, 2015

Report post

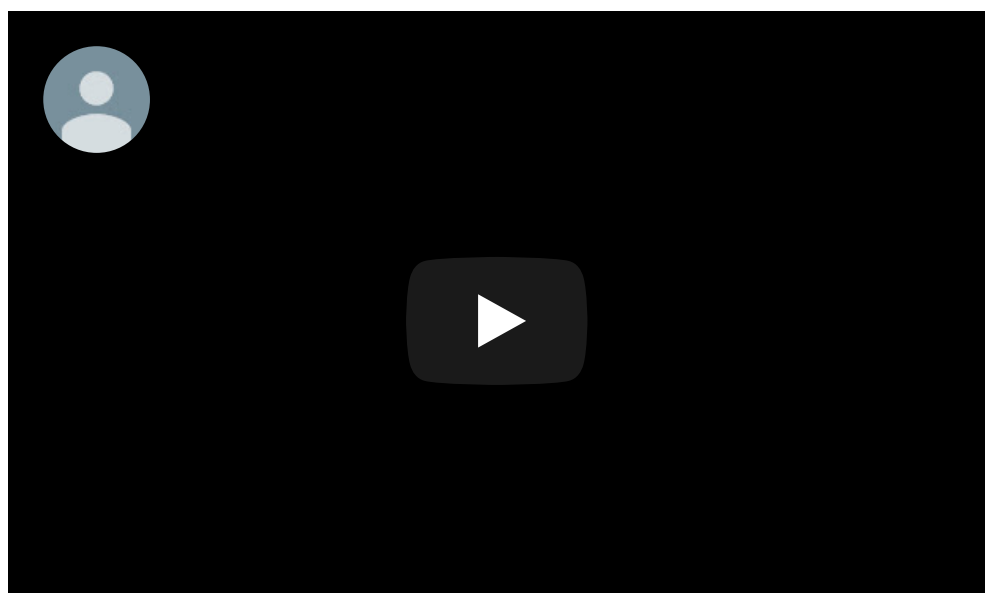
A good source on the net for information about naval weapons is <http://www.navweaps.com>

It's astonishing what they did with pre-electronic technology. A video here:



The reference to HMS Excellent, which is the Royal Navy's gunnery school, suggests this was a serious demo of the old methods.

And the is a USN training film showing the computer technology that was used.



This was the sort of computer that the old science fiction stories envisaged. By the end of WW2 the RN and USN were getting their range data with radar. By then the USN was transmitting the aiming data direct to the turret control, essentially using synchronised electrical motors called selsyns. And the USN battleships, using those electromechanical systems, were engaging targets in the 1991 Gulf War.

There were other sorts of non-electronic computer, mechanical and electrical, digital and analogue, and Babbage's Difference Engine would have worked if it had been built in Victorian times.

Oh boy, Lovelace and Babbage...

<http://sydneyadua.com/2dgoggles/the-marvellous-analytical-engine-how-it-works/>

 Quote



Noellen

Bottle Rocketeer



Members

 10

83 posts

Posted August 15, 2015

Report post 

maybe scale everything a bit down.

so it fits ontop of stockparts.

 Quote



Sampa

Capsule Communicator



Members

Posted August 15, 2015

Report post 

Finally! Thank you!

 Quote



Space Shuttle from the Beginning: status: Temporarily



+ 503
2,722 posts

Canceled



Noellen

Bottle Rocketeer



Members

+ 10

83 posts

Posted August 15, 2015

Report post

tweakscale?



Quote



Alphasus

Rocket Scientist



Members

+ 143

926 posts

Posted August 15, 2015

Report post



Noellen said:

tweakscale?

Not tweakscaleable.



Quote



VenomousRequiem

Yes



Posted August 15, 2015

Report post

So that's meant to be mounted on a ship, yeah? I wonder how long it'll be until someone just makes a giant tank to put it on.



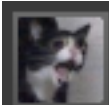
Members
+ 1,305
1,786 posts



Quote



Proud contributor of [BDB](#)



Echo_
Last Online 8 hrs, 16 mins ago

19



sashan

Aerospace Engineer



Members
+ 158
999 posts

Posted August 15, 2015 (edited)

Report post

OMG, just thought that it is time to build a bigger version of this:



Not sure what to make it out of. My PC can't handle tons of structural panels well. Maybe it is time to dig up mo TweakScale configuring skills...

On a side note, memory footprint could've been smaller. 60 megas are too much for a few parts, even that big ones.

Edited August 15, 2015 by sashan



Quote



[Rocinante's Point Defence Cannon - from The Expanse](#)



minepagan

Craft File Connoisseur



Posted August 15, 2015

Report post



sashan said:



Members

+ 497

857 posts

On a side note, memory footprint could've been smaller. 60 megs are too much for a few parts, even that big ones.

Well, SOMEONE complained about the textures, so they did a huge art pass on them so they are now amazing....and RAM-eating.

On a side note, any chance of the 2-gun turret version of the MK 12 5"/38?

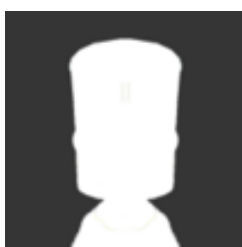


Quote



mike9606

Rocket Scientist



Members

+ 60

780 posts

Posted August 15, 2015

Report post



sashan said:

OMG, just thought that it is time to build a bigger version of this:

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

Not sure what to make it out of. My PC can't handle tons of structural panels well. Maybe it is time to dig up mo TweakScale configuring skills...

On a side note, memory footprint could've been smaller. 60 megs are too much for a few parts, even that big ones.

Good luck with that, the 127mm (5") single gun turret has a mass of 18.6, and the next size up (the dual 203mm) is 248.



Quote



[sIGPIC]/[/sIGPIC]



sashan

Aerospace Engineer



Members

+ 158

999 posts

Posted August 15, 2015

Report post



▼ mike9606 said:

Good luck with that, the 127mm (5") single gun turret has a mass of 18.6, and the next size up (the dual 203mm) is 248.

Challenge accepted. 🤖 I just need to clean up some RAM.

I think I'll make an upscaled version of repulsors tho.



Quote



[Rocinante's Point Defence Cannon - from The Expanse](#)



mike9606

Rocket Scientist



Members

+ 60

780 posts

Posted August 15, 2015

Report post



I myself am installing tweakscale purely so I can make something that'll work with them. Sideways Mk 3 Fuselages upscaled should do the job. It'll probably have to be a ship as even the Mole Tracks from Kerbal Foundries struggle to work with just 1 Bismarck turret (as in slow acceleration to like 1.0 m/s, and no turning ability whatsoever). I could try a Land-Battleship though.



Quote



[SIGPIC][[/SIGPIC]



1

2

3

4

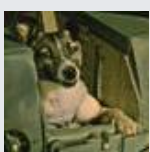
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Add-on Development

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[WIP] Kerbal Joint Reinforcement - Next



