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# [1.9.1+] OPT Legacy 2.1.1 | Reconfig 2.1 [Aug 07, 2020]

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56

By JadeOfMaar, April 12, 2018 in Add-on Releases

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## JadeOfMaar

The Purple Gaelean



Members

+ 7,682

5,693 posts

Posted April 12, 2018 (edited)

Report post



## OPT Reconfig

Supplies highly needed config files to keep [OPT Spaceplane Parts | Continued](#) useful and alive in the absence of the original modder, [@K.Yeon](#) and in the changing KSP gameplay landscape.

- It is an optional enhancement to OPT's "Main" package (V2.0.1) and it does nothing by itself.
- It is required by OPT Legacy and by OPT Spaceplane Continued.

## Do not use this:

- With my old modlets **OPT\_USI** or **OPT\_WBI**. They are now features of this mod.
- With OPT **Legacy v1.0.9** or lower.
- If you have an OPT FAR config already. If you have one of these, delete it. This mod also contains an OPT FAR config. Both will run and will cause serious problems.

Required by OPT Legacy 1.1.0 or higher, and OPT Spaceplane Continued.

Required mods for this:

- B9 Part Switch + ModuleManager just to work.
- Community Resource Pack or WBT (Wild Blue Tools) bundled with any of Angel-125's mods, for tank options.

Required mods for IVA:

- ASET Prop Pack by [@alexustas](#)
- ASET Avionics by [@alexustas](#)
- For KSP 1.8 and newer: RasterPropMonitor (Adopted), by [@JonnyOThan](#)
- For KSP 1.7.3 & earlier: RasterPropMonitor by [@MOARdV](#)

Supported Mods:

- Connected Living Space, by [@Papa\\_Joe](#)
- FAR (Ferram Aerospace Research Continued) by [@dkavolis](#)
- Kerbalism by [@Sir Mortimer](#)
- OPT "Main" by [@K.Yeon](#)
- RemoteTech by [@tomek.piotrowski](#)
- Snacks! - Friendly, Simplified Life Support by [@Angel-125](#)
- TAC Life Support by [@JPLRepo](#)
- USI Life Support by [@RoverDude](#)

## Recommend Extras:

- [The WBI Suite of Mods \[GitHub\]](#) by **Angel-125**
- [Textures Unlimited: Recolour Depot](#) by [@Manwith Noname](#) (Does not support OPT Legacy)
- [Craft Manager](#) by [@katateochi](#)
  - Craft Manager replaces the stock craft loading UI with something bigger, more beautiful and very feature rich. It also integrates KSP with an external craft sharing website, [KerbalX.com](#), (also created by **Katateochi**), where you can download or share pre-made craft files that use OPT. [Over 5% of the ~16,000 craft files hosted there use OPT parts.](#)
  - Feel free to show off your own OPT craft, or view others' works in the [OPT Showroom](#) thread.

## What OPT Reconfig does:

- Adds a higher tech tree node than **Experimental Aircraft Engines** for the most OP of engines.
- Makes all main pack engines less OP or keeps them OP but makes them rightfully more challenging to use.
- Makes the weaker engines stronger at reasonable cost.
- **Makes these exact changes to OPT Main's engines:**
  - Buffs the Isp and doubles the thrust of J Aerospike, and gives it decent gimbal.
  - Makes the ARI-75 engine require EC to justify its higher vacuum Isp and gives it an instant-response second mode for vacuum lander-friendly use.
  - Makes the J-92 Shcramjet into dual-mode with the second mode as a proper EC-guzzling future scramjet that starts at Mach 4 and is useful in upscaled systems.
  - Makes the Dark Drive regenerate and require Dark Goo (as implied in its part description)

and also serve as an RTG with half-life, and gives it 1 deg of gimbal. Related: equips the J science lab with a facility to produce Dark Science required to regenerate Dark Goo, and gives the stock Experiment Storage Unit some Dark Science tankage to avoid all Dark Drive equipped craft needing to have a J science lab.

- Makes the HAE-02 Mk2 engine less thrusty.
- Replaces dirty old Firespitter configs with B9 Part Switch and Wild Blue Tools (WBT) which make it much easier to add the tank types you want to all parts in OPT Main and Legacy).
- Provides additional tank types if the following mods are found: CryoTanks, Near Future Propulsion.
- Integrates USI, TAC or Snacks! (life support) through B9 Part Switch or Wild Blue Tools.
- Integrates Kerbalism through its own mechanisms for crewed parts and B9 Part Switch for all other parts.
- Delivers the OPT FAR config.

## DOWNLOAD OPT SPACEPLANE CONTINUED :: SPACEDOCK

## DOWNLOAD LEGACY :: SPACEDOCK :: GITHUB

## DOWNLOAD RECONFIG :: SPACEDOCK :: GITHUB



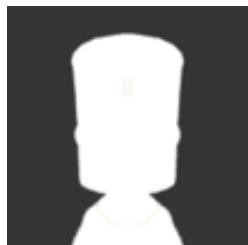
Quote

You, Ruedii, TheProtagonists and 26 others like this



## DracoSilverpath

Spacecraft Engineer



Members

+ 35

173 posts

Posted April 12, 2018

Report post



Interesting mod! How will the moving of the engine to a new Tree Node effect how things are handled when using CTT?



Quote



## JadeOfMaar

The Purple Gaelean



Members

+ 7,682

5,693 posts

Posted April 12, 2018

Report post



On 4/12/2018 at 9:41 PM, DracoSilverpath said:

Interesting mod! How will the moving of the engine to a new Tree Node effect how things are handled when using CTT?

After OPT's own config applies, OPT Reconfig applies, in sequence. There's nothing to worry about.



Quote





## HebaruSan

External Tank



Members

+ 4,194

3,454 posts

Posted April 12, 2018

Report post



The README says "LICENSE - CC-BY-NC-SA-4.0"

but SpaceDock says "License: MIT"

Which is correct?

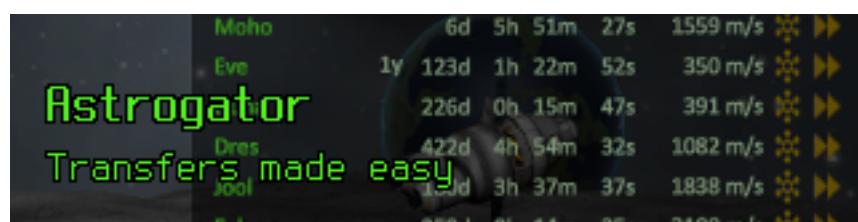
On 4/12/2018 at 9:37 PM, JadeOfMaar said:

- Replaces dirty old Firespitter configs with B9 Part Switch and Wild Blue Tools (WBI) (much easier to add the tank types you want to all parts in OPT Main and Legacy)

Are those two mods required?



Quote



JCKAN

## shdwIrd

Bottle Rocketeer



Posted April 12, 2018

Report post



Does this help with the engine efficiency and the crazy drag with some of the parts?



Quote



Members

+ 597

754 posts



Members

**+ 7,682**

5,693 posts

Posted April 13, 2018 (edited)

Report post

**On 4/12/2018 at 9:59 PM, shdwlrD said:**

Does this help with the engine efficiency and the crazy drag with some of the parts?

It raises the efficiency of only two engines (the ARI-75 vac Isp raised from 340 to 380, and the J Linear Aerospike by nearly as much).

I haven't made any attempt to deal with the drag problem but I intend to.

**On 4/12/2018 at 9:56 PM, HebaruSan said:**

The README says "LICENSE - CC-BY-NC-SA-4.0"

but SpaceDock says "License: MIT"

Which is correct?

-snip-

Are those two mods required?

I noticed that quickly enough and changed it to CC.

Yes, OPT Reconfig requires B9 Part Switch. And it recommends Community Resource Pack.

I've posted an OPT Legacy update now and allowed it to appear on [CKAN](#). Feel free to make the following changes:

- "OPTSpacePlane" whatever is renamed to "OPT Spaceplane Parts" and whatever issues with it are cleaned up. (I'd be quite thankful.  )
- OPT Reconfig is required by OPT Spaceplane and OPT Legacy
- Remove any references to Firespitter or Interstellar Fuel Switch.

Edited April 13, 2018 by JadeOfMaar



Quote

HebaruSan and Stone Blue like this





## Rawenwarcrow

Posted April 13, 2018

Report post



Rocketeer



Members

+ 19

36 posts

Hey @JadeOfMaar First of all, thanks for maintaining those mods 🤖 I have a problem with the game telling me that:

"B9PartSwitch has encountered a fatal error and KSP needs to close

No tank type named 'OPTOX' exists"

There's no log, all my mods are the latest version, including both OPT and OPT legacy, and of course B9PartSwitch itself... Any idea from where it can come from? Thanks again 🤖 (and sorry for my clumsy english...)



Quote



## JadeOfMaar

Posted April 13, 2018

Report post



The Purple Gaelean



Members

+ 7,682

5,693 posts

On 4/13/2018 at 8:51 AM, Rawenwarcrow said:



No tank type named 'OPTOX' exists"

There's no log, all my mods are the latest version, including both OPT and OPT legacy, and of course B9PartSwitch itself... Any idea from where it can come from? Thanks again 🤖 (and sorry for my clumsy english...)

You don't mention in your statement that you have OPT Reconfig installed. I have been error-free the entire time, even a few hours ago in KSP 1.3.1 and 1.4.2. I assume you have it since you're commenting here. What KSP version are you using?



Quote



## Rawenwarcrow

Rocketeer



Posted April 13, 2018

Report post



I'm on 1.4.2 version of KSP, with OPT 2.0.1, OPT legacy 1.1.0, OPT reconfig 1.0.0 and B9PartSwitch 2.2.2



Quote



Members

+ 19

36 posts

## JadeOfMaar

The Purple Gaelean



Posted April 13, 2018 (edited)

Report post



## Release 1.0.1

- Fixed CryoTanks / tank type problem

Edited April 13, 2018 by JadeOfMaar



Quote

ISE and Leandro Basi like this



Members

+ 7,682

5,693 posts



# The-Doctor

Capsule Communicator



Posted April 14, 2018

Report post



Hey is this OPT itself? OPT parts? Like a 1.4.2 version of OPT? Or is it like an addon?



Quote



Members

+ 493

1,723 posts

Location: Paradise

## JadeOfMaar

The Purple Gaelean



Members

+ 7,682

5,693 posts

Posted April 14, 2018

Report post



On 4/14/2018 at 11:59 AM, The-Doctor said:



Hey is this OPT itself? OPT parts? Like a 1.4.2 version of OPT? Or is it like an addon?

It's just a config bundle. There will never be any parts in it. It causes OPT to be as if it was directly updated for 1.4.x



Quote

The-Doctor likes this



## linuxgurugamer

The light at the end of the tunnel may be an oncoming dragon



Posted April 14, 2018

Report post



On 4/14/2018 at 12:24 PM, JadeOfMaar said:



It's just a config bundle. There will never be any parts in it. It causes OPT to be as if it was directly updated for 1.4.x



Members

+ 16,207

19,125 posts

Location: At SpaceTux  
Industries HQ

So, a silly question, why not just fork OPT and release a full update? The license is CC-BY-NC-SA, so it would be allowed.



Quote

Gordon Dry likes this

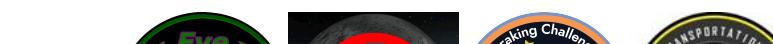


I stream on Twitch on Sunday evenings:

<https://www.twitch.tv/linuxgurugamer>

**Read this BEFORE asking for**

**support:** <http://forum.kerbalspaceprogram.com/index.php?/topic/83212-how-to-get-support-read-first/>



## JadeOfMaar

The Purple Gaelean



Members

+ 7,682

5,693 posts

Posted April 14, 2018

Report post



@linuxgurugamer I've been entertaining the idea that the missing dev eventually might and will drop a big update and cause a (more) hairy situation. Otherwise, I simply don't feel ready to takeover OPT. I haven't yet learned to make a new part and finish it from scratch-- nevermind fix existing ones. I have another reason or two on top of that.



Quote

linuxgurugamer likes this



## JadeOfMaar

The Purple Gaelean



Posted April 16, 2018

Report post



## Release 1.0.2

- Removed dual WBI tank option on Stail docking port, adjusted legacy wing volume in B9PS
- Fixed bad references to OPT Legacy (This might

Members  
+ 7,682  
5,693 posts

have kept provoking CryoTanks)

On 4/14/2018 at 2:58 PM, Modding Maniac said:

if its a problem with reconfig, cant the author just release it without the bugged thing?

In this case I found potential bug-causing things elsewhere, unexpected. Try this update.

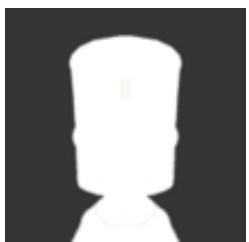
+ Quote



## Modding Maniac

Spacecraft Engineer

•••



Members  
+ 12  
131 posts

Posted April 16, 2018

Report post



On 4/16/2018 at 3:51 PM, JadeOfMaar said:

## Release 1.0.2

- Removed dual WBI tank option on Stail docking port, adjusted legacy wing volume in B9PS
- Fixed bad references to OPT Legacy (This might have kept provoking CryoTanks)

In this case I found potential bug-causing things elsewhere, unexpected. Try this update.

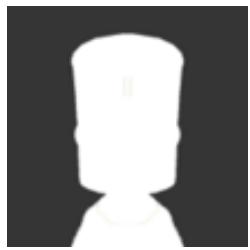
thx, will attempt now

+ Quote



## Modding Maniac

Spacecraft Engineer



Members

+ 12

131 posts

Posted April 16, 2018 (edited)

Report post



On 4/16/2018 at 5:19 PM, Modding Maniac said:

thx, will attempt now

still getting the fekkin error

Edited April 16, 2018 by Modding Maniac



Quote



## JadeOfMaar

The Purple Gaelean



Members

+ 7,682

5,693 posts

Posted April 16, 2018

Report post



On 4/16/2018 at 6:04 PM, Modding Maniac said:

still getting the fekkin error

It would be nice to have logs if they generated for you. KSP.log (in the main game folder) should be enough now in 1.4. I made sure to have every (other) needed mod installed while making my updates today. Sorry dude, I can't help you if there's no log.



Quote

linuxgurugamer likes this



## Modding Maniac

Spacecraft Engineer



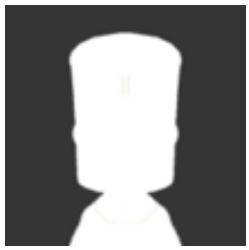
Posted April 17, 2018

Report post



On 4/16/2018 at 11:38 PM, JadeOfMaar said:

It would be nice to have logs if they generated for



Members

+ 12

131 posts

you. KSP.log (in the main game folder) should be enough now in 1.4. I made sure to have every (other) needed mod installed while making my updates today. Sorry dude, I can't help you if there's no log.

i have the logs, should i just post the whole thing here?



Quote



## JadeOfMaar

The Purple Gaelean



Members

+ 7,682

5,693 posts

Posted April 17, 2018

Report post



On 4/17/2018 at 7:07 PM, Modding Maniac said:



i have the logs, should i just post the whole thing here?

Never do that. It will choke the forum software. Zip it up and share a link to the zip.

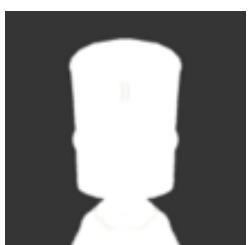


Quote



## Modding Maniac

Spacecraft Engineer



Members

+ 12

131 posts

Posted April 17, 2018

Report post



On 4/17/2018 at 7:51 PM, JadeOfMaar said:



Never do that. It will choke the forum software. Zip it up and share a link to the zip.

how do i zip it up and do that.....(IM SORRY  
IM AN IDIOT)



Quote



## JadeOfMaar

The Purple Gaelean



Members

+ 7,682

5,693 posts

Posted April 17, 2018

Report post



Google is your friend. 😎

Also, this zip software is free, awesome and beautiful. [Bandizip](#)

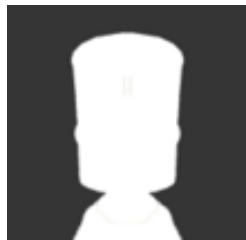


Quote



## Bin-laden in a blender

Newbie



Members

● 0

1 post

Posted April 21, 2018

Report post



I just started modding yesterday. got [Ckan](#) first thing, got a list of mods but opt reconfig isn't on there for me, I barely know what i'm doing with the software but i have refreshed/updated the list & i don't know how to install it manually.

Also, This is probably be a stupid question but will i need the original opt as well as the legacy one?



Quote



## JadeOfMaar

The Purple Gaelean



Posted April 21, 2018

Report post



On 4/21/2018 at 10:35 AM, Bin-laden in a blender said:

got [Ckan](#) first thing, got a list of mods but opt reconfig isn't on there for me, I barely know what i'm



Members

+ 7,682

5,693 posts

doing with the software but i have refreshed/updated the list & i don't know how to install it manually.

Also, This is probably be a stupid question but will i need the original opt as well as the legacy one?

download OPT Reconfig then take the folder **OPT\_Reconfig** ( GameData/OPT\_Reconfig/ ) from in the zip and put it in the GameData folder in your KSP folder. Once it is there alongside the folders of **Squad** and everything you installed from [CKAN](#), you installed it correctly.

OPT Legacy absolutely needs this but it is optional for Main OPT.



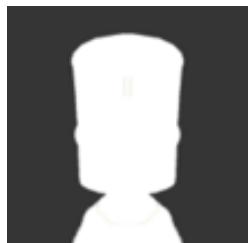
Quote

Bin-laden in a blender likes this



## RokkyRaccoon

Bottle Rocketeer



Members

+ 3

7 posts

Posted April 23, 2018

Report post



@JadeOfMaar

So I took your advice from the OPT thread on Saturday and installed OPT reconfig. I really like the changes, especially to the Aerospike, but I wanted to suggest an edit to the original post.

On 4/12/2018 at 9:37 PM, JadeOfMaar said:



**Do not use this with my modlets  
OPT\_USI, OPT\_WBI, or OPT Legacy v1.0.9  
or lower**

I think you should add to not use this with the original

OPT\_FAR patch as well. I didn't realize at first that I still had OPT\_FAR in the OPT folder, and with OPT Reconfig installed (and thus OPT\_FAR2) I experienced an issue where all OPT elevons caused crafts to be stuck by their CoM on spawn. It took me some digging to figure out what was going on as I originally thought it was WorldStabilizer causing the problem, but removing OPT\_FAR seems to have fixed everything.

Thanks for all the work you do, the KSP community continues to amaze and impress me. 



Quote

JadeOfMaar likes this



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