KERBAL
SPACE PROGRAM

More

IRC Chat    KSPTV    KSP Wiki    Get Mods!    Store    Activity ▾    Forum ▾

+ Create ▾    🔔    ✉    Lisias ▾

Search...    🔍

📰 Unread Threads since my last visit        ✔ Mark site read

# [1.1.2] Orbital Utility Vehicle v1.2.4

By nli2work, February 29, 2016 in Add-on Releases

• parts

Follow    62

**Rate this topic**
★★★★☆

Start new topic

Reply to this topic

## nli2work

Geriatric 3D Artist
●●●●●

Members
⊕ 1,027
2,836 posts

Posted February 29, 2016 (edited)

Report post    ↗



**Do not use any grappler parts as vessel Root.**

**Command Pod**, roughly same size as Mk1; will work on IVA when I get my hands on the new PartTools. Now has data transmitter built-in. Two variants depending on other active mods.

- **KAS:** adds front mounted winch unit w 30 meter cable. Size slightly reduced, Increased ejection force. No more harpoon bouncing off of asteroids.
- **SCANSat:** adds small SCANSat network uplink unit w/ BTDT scanner.
- **FStextureSwitch2** for some visual customization options

**Advanced Drone Unit,** derived from the Command Pod. Crew space converted to service bay. More EC and Mono capacity. Integrated RCS thrusters. One variant available

- **RemoteTech:** Service bay removed. Adds 500km passive Omni antenna and 9Mm directional antenna, should allow comfortable operation within Kerbin SOI. Increased EC and Mono capacity. Integral RTG

**Grappler unit**, very handy for moving things around when you don't have a docking port. Strong SAS and RCS thrusters. Moderate EC capacity and LF/OX, LF,  or Mono fuel options. Reduced SAS power to 20; Max RCS power increased to 15 with default RCS thrust set to 5%.

**Radial NV engine**; burns LF/OX or Mono. Reversible thrust. Full extension to around 2m, a tad shorter than the FT400 fuel tank. can give you that extra clearance you need when hauling large objects. Keep Kerbals away from moving parts. Fixed reverse thrust. added thrust Gimbal. now with KSPI-E config. wide range of characteristics depending on fuel type. Added Indicator for reverse thrust mode.

**Helper Drone**, small remote controlled RCS block with integrated light and RTG. Max RCS thrust of 8 w/ default thrust at 10% max. Minimal SAS.  Use grabber to dock after initial separation.

- 3km omni antenna if using RemoteTech.

**Adaptor Carrier**; same dimensions as Push Adaptor but fitted with higher capacity Mono tank and compartments for up to 4 Helper Drones. Grabber unit only. Will replace

Push Adaptor part in future. Fixed collider boxes so you don't get stuck grabbing on to Size 1 Docking port when you get perfect alignment. Added orientation indicators and switcher. Red-Left, Green-Right, Yellow-Up.

**Push Adaptor/Service Bay**; Grabber/DockingPort/Service Bay. Service Bay replaced by KIS container if you run KIS.

**Grappler Jr.** Grappler arm w/ Service Bay, integrated external command seat. Service Bay replaced with KIS container if KIS is installed. I don't know what it's good for... Jeb made me do it.

**SpaceDock:** http://spacedock.info/mod/313/Orbital%20Utility%20Vehicle
**Dropbox:** https://www.dropbox.com/s/60rlcpsqu0wwuql/OrbitalTug-1.2.4.zip?dl=0

**ModuleManager:** http://forum.kerbalspaceprogram.com/index.php?/topic/50533-105-module-manager-2618-january-17th-with-even-more-sha-and-less-bug/

**Enceo's IVA! Retrofitted from the copula, fits real nice! Pics below**
https://www.dropbox.com/s/tav1a9v65w3lfkc/OrbitalTugIVA.rar?dl=0
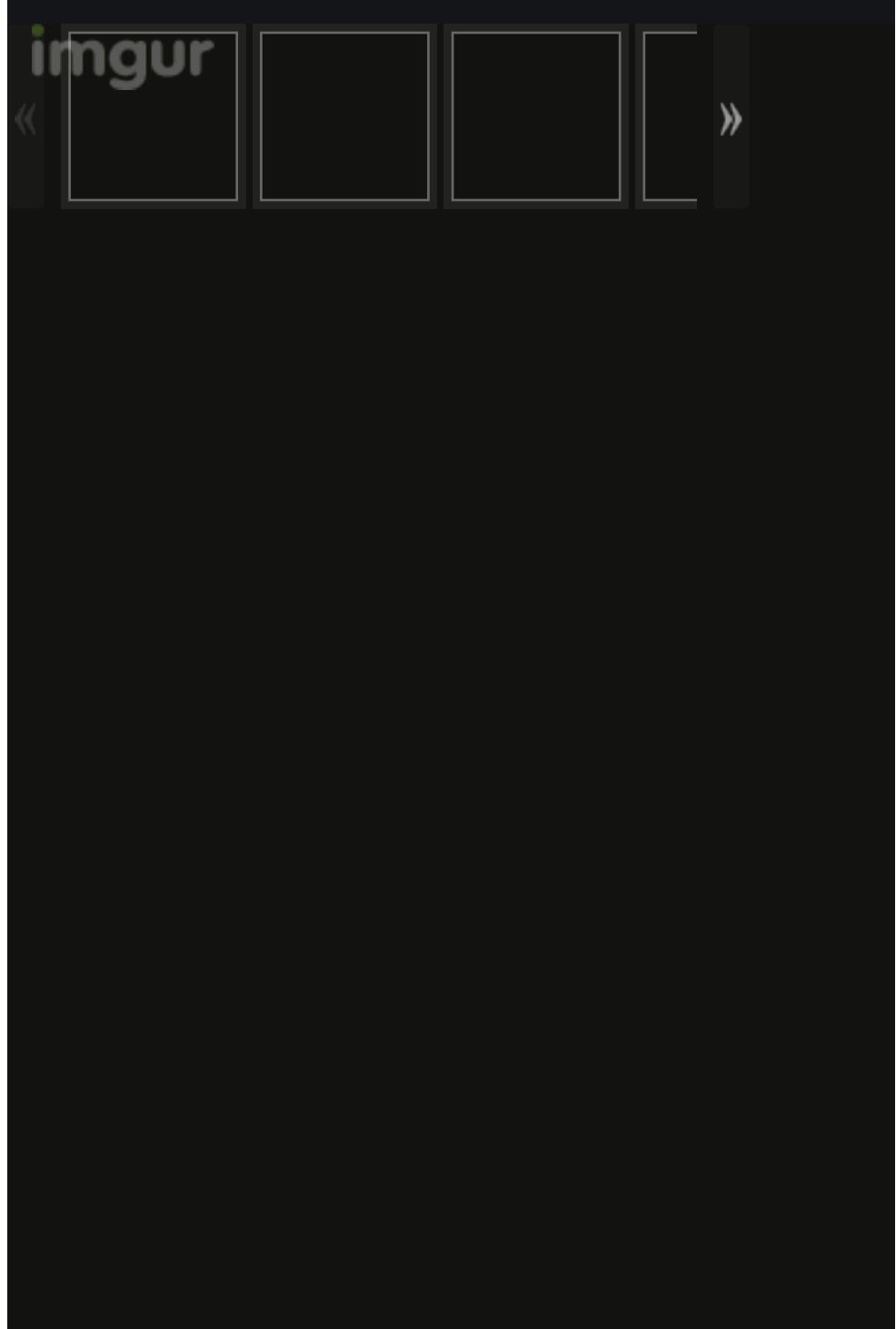
Blank IVA, more or less, for those what want to roll their own.

https://www.dropbox.com/s/vup6efztxhebf9k/OrbitalTugIVA.zip?dl=0

Edited May 24, 2016 by nli2work

+ Quote

CliftonM, CobaltWolf, swjr-swis and 35 others like this

1.1 Orbital Utility Vehicle
Dr. Kermnassus' Parts Emporium
Error messages in KSP or Unity? check this!
v0.9 Video tutorials: Airlocks; Ladders; IVA; Internal Props;

Engines

Old mod assets for Unity you can use for your own projects

---

**Randazzo**

Senior Rocket Scientist

●●●●●

Members

➕ 1,464

1,807 posts

Posted February 29, 2016

Report post

That's some outstanding work right there, sir.

➕  Quote                          Sarxis likes this    👍

| VX Series II

Engine Pack | Other Bits

---

**Stone Blue**

Junior Rocket Scientist

●●●●●

Members

➕ 1,267

3,245 posts

Posted February 29, 2016

Report post

Awesome... Grabbing this now... 🤢

Good to see you back modding for KSP... 🤢

➕  Quote                                              👍

"The absolute best thing about a mod is how quickly you forget it's installed..... Until you play an instance of KSP without it."  - 5thHorseman

"Always remember: It's Nice To Be Important...but It's More Important To Be Nice!..."   - Brother Wease

---

**Proteus**

warp drive maniac

●●●

Posted February 29, 2016

Report post

this is why ksp my most favorite game of all time,and i play video games since i was 7 years old.

this is ridiculous and unbelievable what a powerful modding community this game got! every time i browse wip/released mods,it feels like christmas all over again!

thank you thank you sir!this looks amazing

+ Quote 👍

## Beetlecat

Sr. Spacecraft Engineer

●●●●●

Report post

Nice! Welcome "back" as it were. 🐸

Looking forward to seeing this in my next game.

+ Quote 👍

Onward!

## Virtualgenius

Capsule Communicator

●●●●●

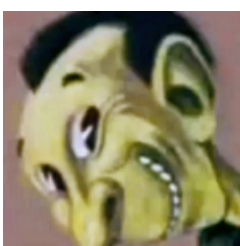Report post

Awesome your back this is a great mod for spacetug use

+ Quote 👍

If its not Broke dont FIX IT

## 123nick

Sr. Spacecraft Engineer

●●●●

Report post

plan on adding interstellar extended support? mainly just adding a interstellar reactor part module and interstellar thermal nozzle part module into the radial nervas, i think.

+ Quote 👍
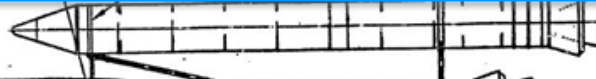
**nli2work**

Geriatric 3D Artist

●●●●●

Members

● 1,027

2,836 posts

Posted February 29, 2016

Report post

> On 2/29/2016 at 4:42 PM, 123nick said:
>
> plan on adding interstellar extended support? mainly just adding a interstellar reactor part module and interstellar thermal nozzle part module into the radial nervas, i think.

I'll look into it. I did plan a few integrations with KAS and SCANsat and ART (though that's at least in part stock now).

[+]  Quote

1.1 Orbital Utility Vehicle
Dr. Kermnassus' Parts Emporium
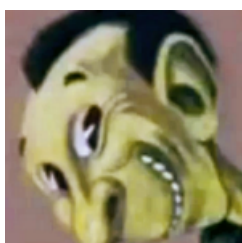Error messages in KSP or Unity? check this!
v0.9 Video tutorials: Airlocks; Ladders; IVA; Internal Props; Engines
Old mod assets for Unity you can use for your own projects

**123nick**

Sr. Spacecraft Engineer

●●●●

Members

● 81

915 posts

Posted February 29, 2016

Report post

> On 2/29/2016 at 4:55 PM, nli2work said:
>
> I'll look into it. I did plan a few integrations with KAS and SCANsat and ART (though that's at least in part stock now).

ok

+ Quote
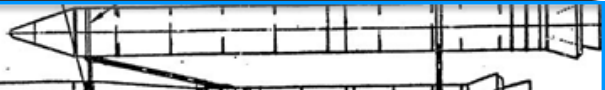
## Virtualgenius
Capsule Communicator
●●●●●

Members
● 319
2,265 posts
Location: Australia

Posted March 1, 2016                    Report post

Would you consider making an endcap similar to the cockpit shape I think it would compliment it you could have it like a service module with additional fuel and electrical resources and additional cargo

+ Quote

If its not Broke dont FIX IT

## nli2work
Geriatric 3D Artist
●●●●●

Members
● 1,027
2,836 posts

Posted March 1, 2016                    Report post

> On 3/1/2016 at 2:09 AM, Virtualgenius said:
>
> Would you consider making an endcap similar to the cockpit shape I think it would compliment it you could have it like a service module with additional fuel and electrical resources and additional cargo

that's a pretty good idea... it could be some kind of joint thing like in one of the rover mod I used before Wild Buffalo or something. All aboard the space train!

+ Quote

1.1 Orbital Utility Vehicle
Dr. Kermnassus' Parts Emporium
Error messages in KSP or Unity? check this!
v0.9 Video tutorials: Airlocks; Ladders; IVA; Internal Props;
Engines
Old mod assets for Unity you can use for your own projects

## Manwith Noname
Rocketry Enthusiast
●●●

Members
➕ 209
313 posts

Posted March 1, 2016

These look very nice.

➕ Quote 👍

*Money doesn't make the world go round...*

*...gravity does.*

## ProtoJeb21
The Exoplaneteer
●●●●

Members
➕ 3,664
1,241 posts
Location: EPIC 248435473 g

Posted March 1, 2016

Heads up! KottabosGames just did a review on the mod!
Also, this pack is amazing.

➕ Quote 👍

Mods and More:

Interstellar Adventure Revived (Creator)   Kumar's Dwarf
Stars (Creator)   IRVEES (Founder/Director)   ProtoJeb's
Planets (Creator/Developer)   TRAPPIST-1
System (Enthusiast)

## narvster
Rocketeer
●●

Posted March 1, 2016

> On 3/1/2016 at 4:35 PM, ProtoJeb21 said:
>
> Heads up! KottabosGames just did a review on the
> mod! Also, this pack is amazing.

I'm here from KottabosGames 🐸

I'd just like to say you've made an outstanding craft mod, it's just perfect for what I need for orbital construction which I've found quite clunky up until now.  Bravo and thank you very much for this amazing contribution!

Members

➕ 23

26 posts

➕   Quote          ultrasquid likes this   👍

## Deadpan110

Spacecraft Engineer

● ● ●

Kottabos also sent me here... nice, downloading now! 🐸

➕   Quote          ultrasquid likes this   👍

Members

➕ 51

103 posts

KSP YouTube Subscriptions ✖ ▾

Scott Manley      Tyler Raiz      KottabosGame

## nli2work
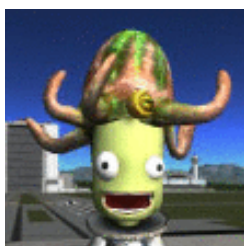
Geriatric 3D Artist

● ● ● ● ●

updated, change log in OP

➕   Quote          👍

Members

➕ 1,027

2,836 posts

1.1 Orbital Utility Vehicle       ✖ ▾
Dr. Kermnassus' Parts Emporium
Error messages in KSP or Unity? check this!
v0.9 Video tutorials: Airlocks; Ladders; IVA; Internal Props; Engines
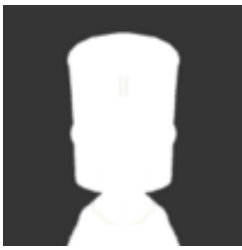Old mod assets for Unity you can use for your own projects

## Elith

Curious George

● ●

Holy frijoles man, this thing is fun to fly lol great work! now

imma make myself a module manager to make the engines and grabber use nothing but Liquid fuel to satisfy my Nuclear OCD lmao

**Edited March 7, 2016 by Elith**

+ Quote

---

**Deimos Rast**
Senior Rocket Scientist
●●●●

Posted March 7, 2016

Report post

snazzy; I particularly like the engine on a stick. Nice work.

+ Quote

---

**Sudragon**
Rocketry Enthusiast
●●●

Posted March 7, 2016

Report post

The parts photo looks like someone's shouted 'Throw yo' grappelers in the aaaaaeeeeyyyrrrrrrrrrr!'

+ Quote

I survived the forum outrage of 2017 and all I got was this ✕ ▼ lousy sig line.

---

**Denko666**
Rocketeer
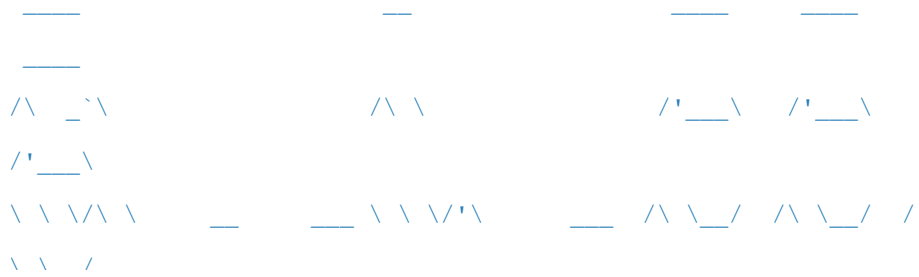●●●

Posted March 7, 2016

Report post

You sir, read my deepest desires! Dne are the days of building ugly unwielding tug monstrosities. Now we shake things into place in style!

Or, to put it more simply: TYTYTYTYTYTYTY!!!

Members
+ 176
373 posts
Location: Belgium

+    Quote

## Enceos
Fluffy Engineer
● ● ● ● ●

Members
+ 1,707
2,092 posts
Location: SPH rooftop

**Posted March 8, 2016**

Report post ⤴

@nli2work it so good to see you back in business! ) I wanted put my hands on your orbital tug since the day you posted your first pictures, it's been a while and finally, ah. I pray God this cute wonder gets an IVA sometime in the future, I know you're awesome at makng them.

P.S. @nli2work you know, you're the one who inspired me to learn modelling and textureing. Loved your vids.

+    Quote

## Neutrinovore
Junior Rocket Scientist
● ● ● ●

Members
+ 130
776 posts

**Posted March 8, 2016**

Report post ⤴

First, I'm ecstatic that this mod has been updated! Thank you so much, nli2work. 🐸 I have a quick request: Would it be possible, perhaps using the texture-switching feature, to have a version of the pod that does not have the winch on the front when one isn't using KAS/KIS? I'd just rather not have the thing hanging off the front of the pod if I can't actually use the winch for anything, that's all. 😨

Again, thanks much for getting this useful mod back into

shape.  Keep up the great work!

Later, all. 😎


Quote

---

**nli2work**

Geriatric 3D Artist

●●●●●

Members

⊕ 1,027

2,836 posts

Posted March 8, 2016 (edited)                    Report post  ⤝

the winch will only be there if you have KAS active. KIS will not affect it either way. if you don't have ModuleManager then it'll only be the base model.

Updated OP, added KSPI-E Engine config. fixed bug in last version where engine is not available with KSPI-E

**Edited March 8, 2016 by nli2work**


Quote

---

**Neutrinovore**

Junior Rocket Scientist

●●●●

Posted March 8, 2016                    Report post  ⤝

> **On 3/8/2016 at 9:41 PM, nli2work said:**  ⤳
>
> the winch will only be there if you have KAS active. KIS will not affect it either way. if you don't have ModuleManager then it'll only be the base model.

Updated OP, added KSPI-E Engine config. fixed bug in last version where engine is not available with KSPI-E

Uh, okay, but the thing is, I don't even HAVE KAS or KIS installed, not anywhere on my computer, let alone in GameData.  Hmm, I'll investigate this, I did edit some of the configs, perhaps I removed something I shouldn't have.

+ Quote 👍

Some of my favorite quotes:

"Attention: National Procrastination Week has been postponed until next month."

"A lack of preparation on your part does not constitute an emergency on my part."

## Hysterrics

Totally tubular!

● ● ●

Posted March 9, 2016                                          Report post ⤳
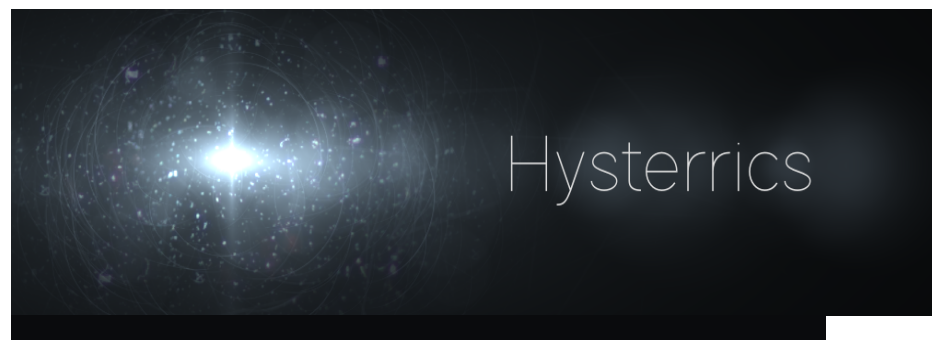
Looks very cool. I'll certainly be trying this out later.

Also, thanks for choosing a good license. 🐸

+ Quote 👍

Hysterrics

💬 Reply to this topic...

Language 
Privacy Policy
Contact Us