KERBAL
SPACE PROGRAM

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[1.7.x] Stockalike Mining Extension [0.99.3 Release 8/10/2019]

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By SuicidalInsanity, January 20, 2016 in Add-on Development

⬡ parts   ⬡ mining

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SuicidalInsanity

Sr. Spacecraft Engineer

●●●●
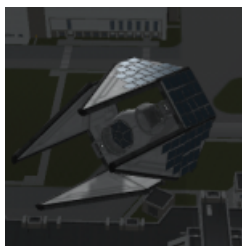
Members

➕ **1,747**

1,078 posts

Posted January 20, 2016 (edited)

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Stockalike Mining Extension

SME adds a number of mining and ISRU-related parts in a variety of form factors. Currently a Work-In-Progress

[Album a/3tTgR will appear when post is submitted](#)

Current Part List:

-Mining

- 0.625m stack mount Drill
- 1.25m stack mount Drill
- 1.25m Inline mount Drill
- 1.25m aircraft Inline mount Drill

- 2.5m stack mount Drill
- 3.75m stack mount Drill
- Mk2 inline Drill
- 1.25m Stack Oceanic Extractor
- 1.25m inline Oceanic Extractor
- 2.5m Oceanic extractor
- 1.25m Atmospheric Condenser
- 2.5m Atmospheric Condenser

-Processing

- 3.75m ISRU converter
- Mk2 ISRU converter
- Mk3 ISRU converter
- 0.625m ISRU converter

-Storage

- -Mk2 Ore Tank
- Mk3 Ore Tank
- 0.625m Ore Tank
- 3.75m Ore Tank

-Power

- 0.625m Fuellcell generator
- 1.25m Fuelcell Generator
- Mk2 Fuelcell Generator
- 2.5m Fuelcell generator

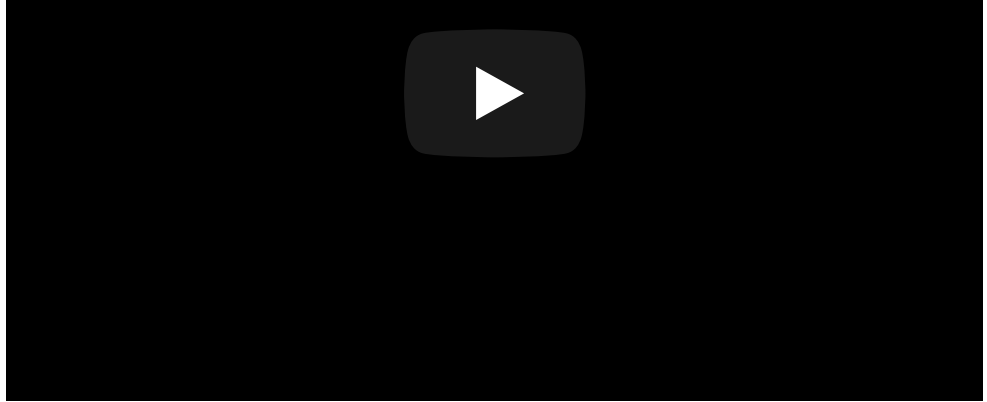**-Utility**

- 1.25m Superheavy-Duty landing Leg
- 0.625m Klaw

-Propulsion

- 1.25m Mass Driver
- 2.5m Mass Driver
- 0.625m Mass Driver RCS

Download from [SpaceDock](#) or [GitHub](#)

Kottabos Review (Version 0.8)

Changelog:

> **⊗ Reveal hidden contents**

Licensing

The contents of this mod are distributed a Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License.
http://creativecommons.org/licenses/by-nc-sa/4.0/legalcode'
This mod uses Module Manager.

Currently a Work in Progress; feedback and suggestions welcome.

Edited Saturday at 06:06 PM by SuicidalInsanity
Update OP

[+]   **Quote**

lurkoholic, Joshwoo70, cy4n and 27 others like this

[Mk2 Expansion - The spaceplane parts you never knew you needed](#) | [Mk3 Expansion - WIP - Wings, engines, and more](#) | [Stockalike Mining Extension - Mining bits for the smallest rovers to the biggest ships](#) | [Grand Prix - KK racetracks and the parts to build your own](#) | [BDAc UI Team Icons - Know what's friend or foe at a glance](#)

Blastard
Bottle Rocketeer
● ●

Posted January 20, 2016

Report post

mk2 Drill?! I'm in!

MatterBeam

Modulating.

⬤⬤⬤⬤⬤

Posted January 20, 2016

Report post ⬸ ▾

I'm impressed!

➕ Quote 👍

SimpleConstruction - Stock Rocket ✖ ▾
Building.

**A blog on hard science fiction,
worldbuilding and future concepts:**

You've chosen to ignore content by artwhaley. Options ▾

Ackoli

Rocketry Enthusiast

⬤⬤

Posted January 20, 2016

Report post ⬸ ▾

this is epic!

add a 0.65 metre IRSU and ore tank, that would make this
mod even better!

➕ Quote 👍

Ackoli

Rocketry Enthusiast

⬤⬤

Posted January 20, 2016

Report post ⬸ ▾

this may sound insane, but add a 3.5 Metre stack drill
mount

BrutalRIP

Sr. Spacecraft Engineer

● ● ●

Posted January 20, 2016

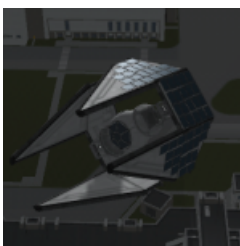Report post ⤶

support for MKS/USI would be good

➕   Quote   👍

Sacrificing Kerbals in the name of science. ✕ ▾

Coffee Anyone ?? 🐸

SuicidalInsanity

Sr. Spacecraft Engineer

● ● ● ●

Posted January 20, 2016

Report post ⤶

0.625m stuff will happen at some point, but keep in mind a 0.625m ISRU Refinery would be neither fast nor efficient..For the 3.75m drill, an inline one is planned, a stack 3.75m drill depends on whether or not I can come up with a decent design that doesn't look like a repurposed Tunnel Boring Machine.

I'll add MKS/USI support MM patches for the next update - any others that would be good to have?

➕   Quote   BrutalRIP likes this   👍

Mk2 Expansion - The spaceplane parts you never knew you needed | Mk3 Expansion - WIP - Wings, engines, and more | Stockalike Mining Extension - Mining bits for the smallest rovers to the biggest ships | Grand Prix - KK racetracks and

theJesuit

Rocket Surgeon

●●●●●

Members

➕ 775

1,504 posts

Posted January 20, 2016

Awesome work. The stack mounted ones just made some ship designs that much awesomer.   Thanks!

Peace.

➕ Quote 👍

SIMPLEX TechTree 1.9 **available at Spacedock**

A custom TechTree

SIMPLEX Resources 1.3 available at Spacedock

An extension of the stock resource

SIMPLEX Living (1.2) available at Spacedock

Profile for

FungusForge

Fungal Blacksmith

●●●●

Members

➕ 300

699 posts

Location: Someplace, Earth

Posted January 21, 2016

Just stumbled into this on kerbalstuff. These look awesome.

➕ Quote 👍

Still don't know what I'm doing. My kerbals aren't so happy about this.

FungusForge has collected 436 Damns.
Click here to Give a Damn!
http://giveadamn.co.uk/

SuicidalInsanity

Sr. Spacecraft Engineer

●●●●

Posted January 21, 2016

Something to look forward to for the next update - Got the first of the inline drills done:
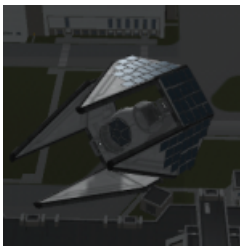
Members

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1,078 posts
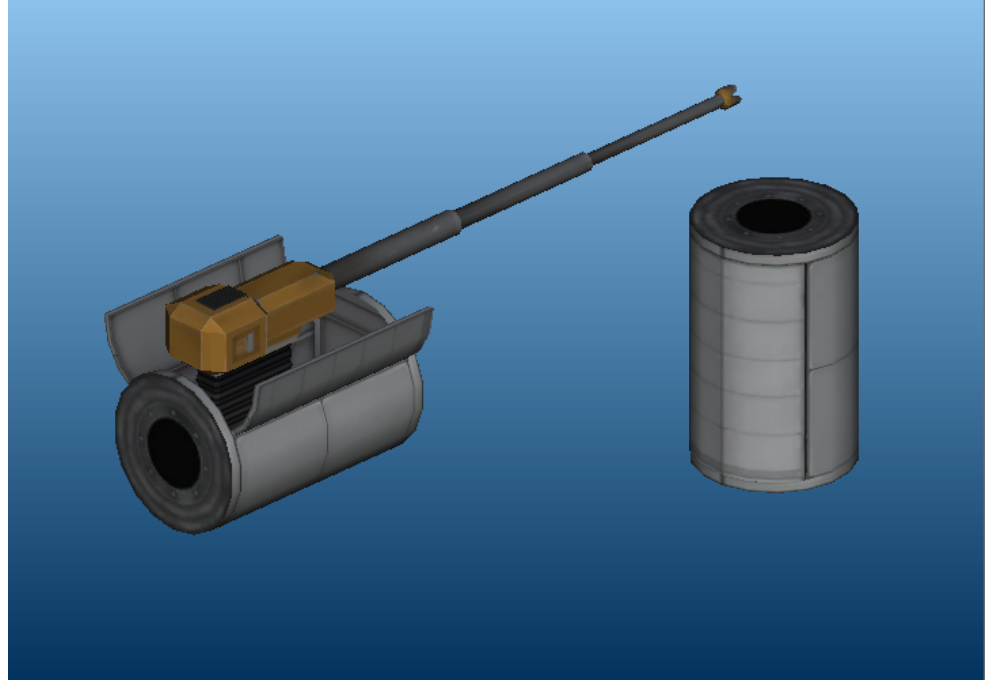
| ➕ | Quote | | maculator and BrutalRIP like this | 👍 |

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minepagan

Craft File Connoisseur

●●●●

Members

● 498

857 posts
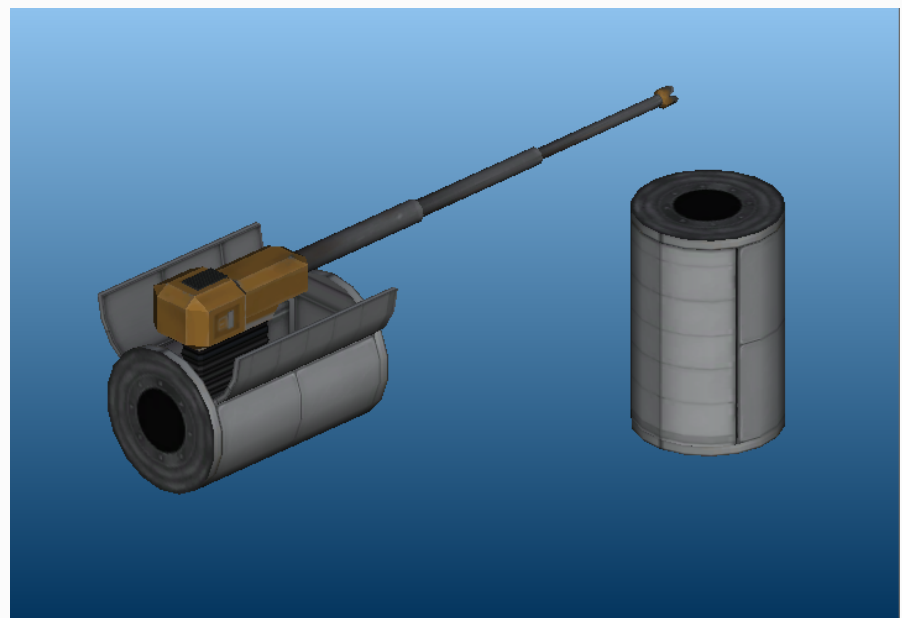
Posted January 22, 2016

Report post

> **On 1/21/2016 at 10:59 PM, SuicidalInsanity said:**
>
> Something to look forward to for the next update - Got the first of the inline drills done:
>
>

YES.........

Also, just saw your mod....I clicked the DL button almost instantly 👹

nice mod, looks like it fits great with stock. Can't wait to try it out! (now to unlock the parts in my career save.....)

+ Quote

SpaceplaneAddict

Addicted to Spaceplanes.

●●●●●

Members

⊕ 1,356

2,263 posts

Location: Void and null.

Posted January 22, 2016

Report post

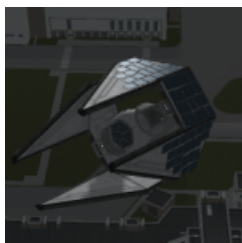OH MY GOD! OH MY GOD OH MY GOD OH MY GOD! My dream come true! A Mk2 mining kit! OH Y GOD THANK YOU @SuicidalInsanity !

+ Quote

space p l a ne is coool.

KERBAL SPACE PROGRAM

PRE-NOVEMBER 2015 FORUM UPDATE

SuicidalInsanity

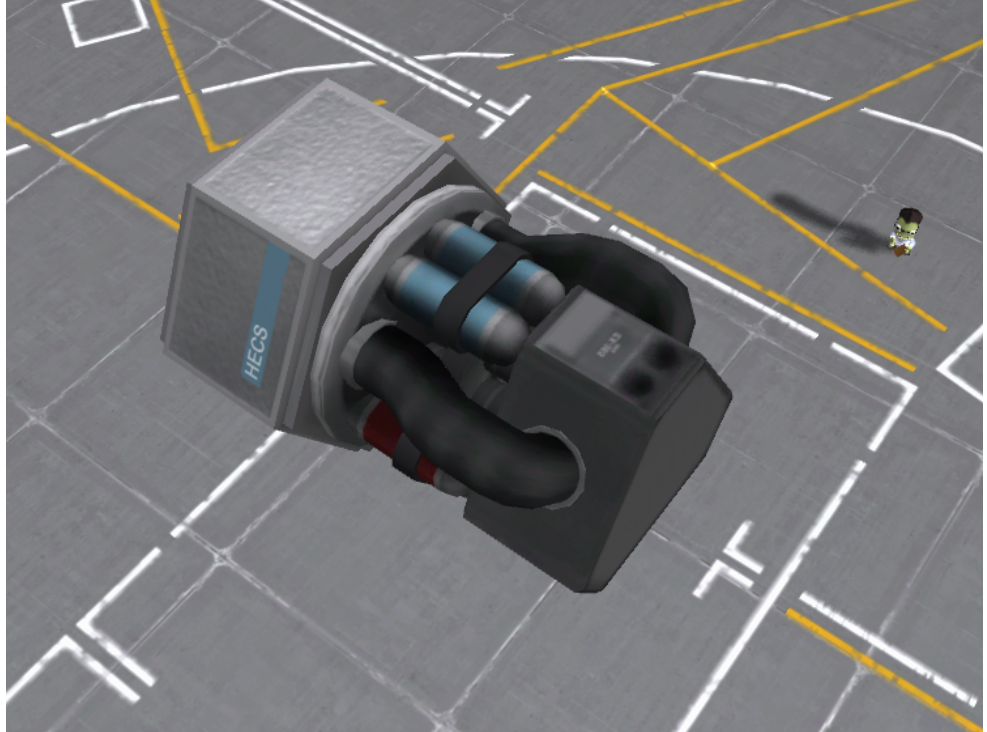Sr. Spacecraft Engineer

●●●●

Members

⊕ 1,747

1,078 posts

Posted January 26, 2016

Report post

Got the 0.625m ISRU converter in-game:

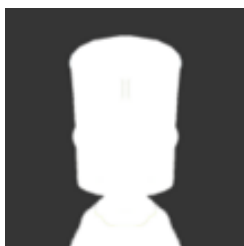Currently considering not letting it produce Monopropellant for reasons of size and balance.

+ Quote 👍

Rho-Mu 34
Bottle Rocketeer
●●

Members
➕ 8
56 posts

Posted January 26, 2016   Report post ⌣

If that's what you aiming at, maybe it would be better for 0.625 converter to be monoprop only? Because making it LFO only, even less efficient than 1.25 variant AND unable to produce monoprop makes no sense. Compact monoprop only ISRU module for probe/rcs remote refueling would definitely have it's own utility niche.

+ Quote   DStaal and Stone Blue like this 👍

---

maculator
Spacecraft Engineer

Posted January 28, 2016   Report post ⌣

This is looking pretty interesting. I'll keep an eye on it.

Next career game I'll give it a go.

+ Quote
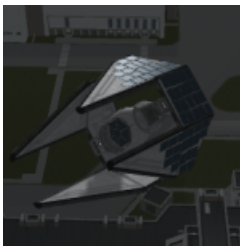
Members
 301
711 posts

SuicidalInsanity

Sr. Spacecraft Engineer

Posted January 29, 2016

Report post

I've considered it, and in light of your argument, I'll leave the micro refinery with the usual LF, O, LF/O, MP conversion options - You're correct, LF/O only and no monoprop is needlessly limiting, but while a MP only would have its niche,it would still be the case of lower efficiency and a fuel type limitation.
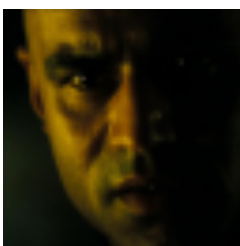
+ Quote

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Members
 1,747
1,078 posts

CaptRobau

Outer Planets Mod Dev

Posted January 30, 2016

Report post

Very nice!

+ Quote

Members
 1,127
2,125 posts

Jivaii

Shiny Thing Finder

●●●●

Members

⊕ 76

621 posts

Report post   ⤴

I'm surprised no one has linked you the video of your mod yet!
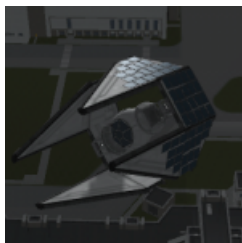
[Kottabo did an awesome review of it](#)!

➕   Quote   Stone Blue likes this   👍

SuicidalInsanity

Sr. Spacecraft Engineer

●●●●

Members

⊕ 1,747

1,078 posts

Report post   ⤴

Nice. That's now 3 for 4 for Kottabos reviews, adding vid to OP; thanks for the link!

Edited February 10, 2016 by SuicidalInsanity

➕   Quote   Stone Blue likes this   👍

[Mk2 Expansion - The spaceplane parts you never knew you needed](#) | [Mk3 Expansion - WIP - Wings, engines, and more](#) | [Stockalike Mining Extension - Mining bits for the smallest rovers to the biggest ships](#) | [Grand Prix - KK racetracks and the parts to build your own](#) | [BDAc UI Team Icons - Know what's friend or foe at a glance](#)

Jivaii

Shiny Thing Finder

●●●●

Report post   ⤴

Can't see him doing a review on the last one TBH, but I enjoy letting mod makers know if someone made a review of their mod.
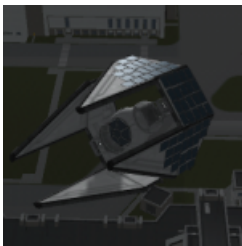
SuicidalInsanity

Sr. Spacecraft Engineer

●●●●

Posted February 12, 2016   Report post ⤴

TBH I can't see him doing a review of it in its current state either.

Making some progress on 0.625m drills. I also started fooled around with some landing leg concepts that might be useful for mining craft/bases and so forth, ended up with this:

Waiting on 1.1 and its new wheel code to start rigging it.

+   Quote   Ruedii and Cornholio like this

Esquire42

Rocket Intellectual

● ● ●

Members

➕ 42

114 posts

Location: A liminal space

Posted February 16, 2016

Report post

@SuicidalInsanity can we get another link now that KerbalStuff is down?

➕   Quote

Active Ablation

---

politas

CKAN Mission Director

● ● ● ●

Members

➕ 486

732 posts

Location: Australia

Posted February 16, 2016

Report post

> On 2/16/2016 at 1:25 AM, Esquire42 said:
>
> @SuicidalInsanity can we get another link now that KerbalStuff is down?

Another Github repo to go with Mk2Expansion?

➕   Quote

The CKAN thread

CKAN FAQ

CKAN clean & reinstall process (Solves most CKAN errors)

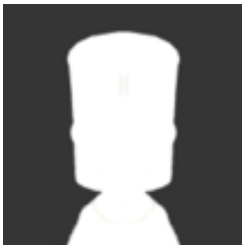CKAN Troubleshooting guide

---

davidy12

Rocket Scientist

Posted February 16, 2016

Report post

●●●●●

Members

 198

1,794 posts

➕ Quote 👍

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