



[1.1.3] Surface Experiment Pack - EVA science for KIS/KAS (v1.4.2 6/30/2016) *Now with less explosions*

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By AlbertKermin, July 16, 2014 in Add-on Releases

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AlbertKermin

Spacecraft Engineer



Members

+ 178

234 posts

Posted July 16, 2014 (edited)

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SEP v1.4.2

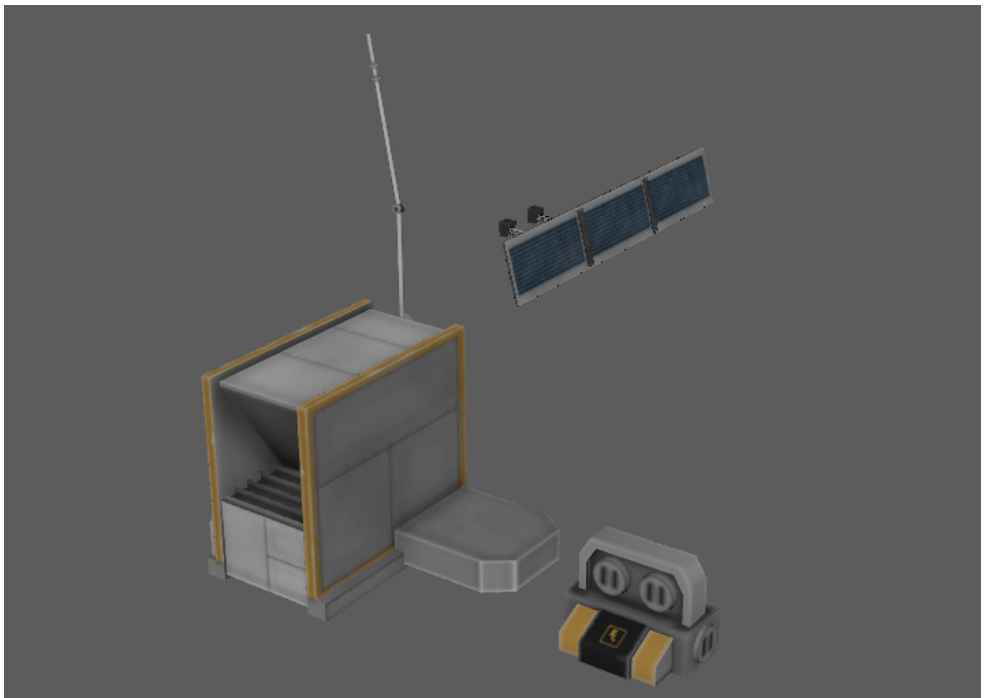
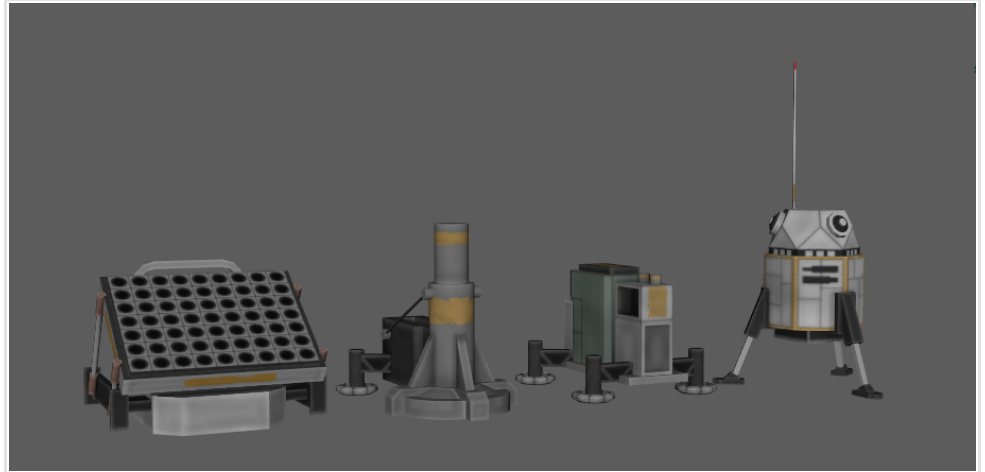


A long while ago, I created a mod called Munar Surface Experiment Pack, which was a decent mod, if I do say so myself. However, it was plagued with perpetual bugs, which, eventually, caused me to lose interest.

However, several weeks ago, the awesome CobaltWolf

contacted me with the proposal that we collaborate on a remake of this mod. Naturally, I jumped at the chance.

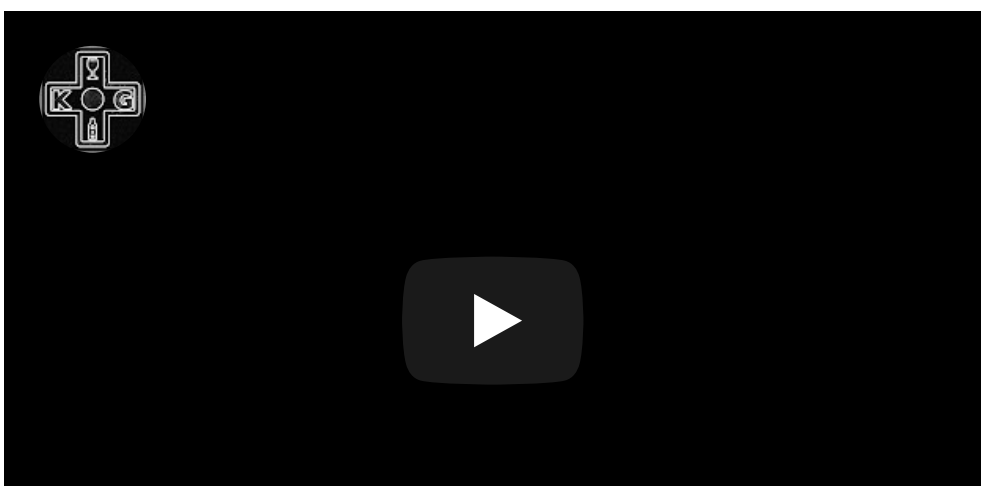
Surface Experiment Pack is a much, much different mod than the old Munar Surface Experiment Pack, and much closer to the actual ALSEP experiments.



Changelog:

➤ [Reveal hidden contents](#)

Videos:



Mod Support:

This mod has custom science definitions for [CaptRobau's](#) wonderful [Outer Planets Mod](#).

This mod has custom science definitions for [KillAshley's](#) [New Horizons Pack](#).

[RemoteTech](#) compatible (requires Module Manager)

AntenaRange compatible (requires Module Manager)

Dependencies:

KospY's wonderful [Kerbal Inventory System](#)/[Kerbal Attachment System](#).

DMagic's excellent DMagicScienceAnimate plugin, which is needed for all the science experiments to be run-able (included in download).

Credits:

- **CobaltWolf**, for pretty much entirely remaking this mod.
- **KospY**, for the [Kerbal Attachment System](#) mod without which my mod could not exist.
- **Vaga**, who created the RemoteTech compatibility patch.
- **Kerbas_ad_astra**, who created the AntennaRange patch.
- **DMagic**, for the DMModuleScienceAnimateGeneric which powers this mod, and the many updates he made to it to make this mod run better.
- **Beale**, whose solar panel texture we used (with permission).
- Enceos, for his amazing help with converting the original mod to use [KIS](#).
- JefferyCor, for advice on repairing one of this mod's

more troublesome bugs.

- Dunrana for helping write the Science definitions, testing, and generally getting me back to work on the mod.

License:

This work is presented under a Simplified BSD license.



Art assets used in Surface Experiment Pack were made by [Matthew \(CobaltWolf\) Mlodzienski](#) and are licensed under a [Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License](#).

All source files for the mod, including uncompiled textures and models, are available upon request.

DMagicScienceAnimateGeneric Copyright © 2016, DMagic. All rights reserved.

License:

This work is presented under a Simplified BSD license.

All credit for the wonderful new textures/models/artwork goes to CobaltWolf, who retains the copyright to his work.

Edited June 30, 2016 by AlbertKermin

Title change

Nansuchao, DocMop, Chaumas and 49 others like this



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AlbertKermin

Spacecraft Engineer



Posted July 16, 2014 (edited)

Report post

This post consisted of one, outdated photo.



Members

+ 178

234 posts

Edited March 7, 2015 by AlbertKermin

Gristle likes this



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ABZB

Rocket Scientist



Members

+ 94

822 posts

Posted July 16, 2014

Report post

Your link got messed up somehow:

"https://www.dropbox.com/s/v1vfbn66ehr5bux/MunarSurfaceExperimentPackage.zip" works

the posted link is:

"http://%28https://www.dropbox.com/s/v1vfbn66ehr5bux/MunarSurfaceExperimentPackage.zip)"



Entire Staff of [StarLion Industries](#)



Gristle

Junior Rocket Scientist



Members

+ 116

679 posts

Posted July 16, 2014

Report post

Great idea! How about a seismograph to record the hypothesized mun quakes?



....just another tricky day...



AlbertKermin

Posted July 16, 2014 (edited)

Report post

Spacecraft Engineer



Members

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234 posts

I'm trying to fix the Dropbox error. It should be corrected in a few seconds.

Edit: The link is now working correctly. Thanks for warning me it was broken!

Edited July 16, 2014 by AlbertKermin



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4nxs

Spacecraft Engineer



Members

+ 19

145 posts

Posted July 16, 2014

Report post 

To the Mun! A nice idea that adds a welcome addition to the game.

▼ **Gristle said:**

How about a seismograph to record the hypothesized mun quakes?

Perhaps even with a KSP Interstellar-like option for recording impacts. If you want to go that far. It will probably require a plugin.

I don't have any time to test this today, it is late here. But I will be following the development and should I find something I will let you know.



"I've experiments to run.



There is research to be done.

On the Kerbals who are still alive." - GLaDOS, Portal

kiwiak

Senior Rocket Scientist



Members

+ 76

1,390 posts

Posted July 16, 2014

Report post

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

texture is a bit corny but overally its great mod. im looking forward to further development.



[sIGPIC]/[/sIGPIC]



AlbertKermin

Spacecraft Engineer



Members

+ 178

234 posts

Posted July 16, 2014 (edited)

Report post

▼ **4nxs said:**

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I don't have any time to test this today, it is late here. But I will be following the development and should I find something I will let you know.

I thought about adding a seismograph, but I thought that, since Squad already has one, I would defer making one of my own, at least until I got my first few instruments perfected.

I was, however, thinking that I could make a mortar for use with KSP Interstellar that would launch an inpactor for their seismograph to detect.

▼ **kiwiak said:**

texture is a bit corny but overally its great mod. im looking forward to further development.

Yea, textures definitely have room for improvement. I'm working on a better texture right now, and it should be finished within a day or two.

I'm thinking to add a normal map to indent the retroreflectors slightly, as well as some changes making them look a little more like actual retroreflectors.

Edited July 16, 2014 by AlbertKermin



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biohazard15

Senior Rocket Scientist



Members

+ 343

1,382 posts

Posted July 16, 2014

Report post

Great idea!

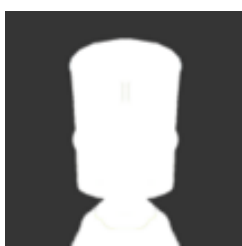
I build ALSEP-style experiments using KAS and "A Mechanic Is Jeb" config (typical experiment consists of KAS ground pylon, probe core and instrument. I even built a rover once (thing was wobbly as hell, but it worked!).

If you're making a ASE-style experimet (mortar), please consider making it as a standalone experiment without the need of Interstellar mod.



DMagic

Capsule Communicator



Members

+ 3,866

4,051 posts

Posted July 16, 2014

Report post

Do you have to switch to the part to collect science data? I assume so, since standard science parts aren't EVA deployable.

An EVA deploy button is something I'm adding to my own science parts in the next update and something that I'll probably add to my [generic science module](#) the next time I get around to updating that. That module also allows you, if you really want to, to make your experiments work only on specified planets.

Let me know if you want to add my module to your parts, or if you have any requests for added functions.



[A thing I made](#) 🤖



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Drew Kerman

KSA Operations Director



Members

+ 1,692

5,133 posts

Posted July 16, 2014

Report post

This is great, and makes me wish someone would pick up the [geology rocks mod](#)



Kerbal Space Agency

@KSA_MissionCtrl 3k

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Avatar commissioned from [Yorshee](#)

Active

smart013

Just too old.



Members

+ 66

260 posts

Posted July 16, 2014

Report post

Great, i would really like to see this happening!



"Death isn't online. If he was, there would be a sudden drop in the death rate." (Terry Pratchett)

[sIGPIC]/[/sIGPIC]

AlbertKermin

Spacecraft Engineer



Members

+ 178

234 posts

Posted July 16, 2014

Report post



DMagic said:

Do you have to switch to the part to collect science data? I assume so, since standard science parts aren't EVA deployable.

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Let me know if you want to add my module to your parts, or if you have any requests for added functions.

Yes, as of right now you have to switch to a part (before it's battery runs out, though this takes hours) in order to take data, so I would be very interested in adding the ability to take data without switching.

I'm really not good with plugins, so I'm not even sure if it's possible within the KSP engine to do this, but could a plugin theoretically be made so that a science experiment required another, specific part be on the same craft in order to be operable? It would be neat to have a mortar and seismometer have to be installed as separate parts, but function together to act as one science experiment.



[Surface Experiment Pack- adding ALSEP to KSP!](#)



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[\[Mini Sample Return Capsule\]](#)

My KSP-inspired science-fiction novella: [\[On Titan- Air\]](#)

DMagic

Capsule Communicator

Posted July 16, 2014

Report post





Members

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4,051 posts

AlbertKermin said:

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Oh yes, that's definitely doable.

That module is getting a bit old, but the version of it that I'm using in the latest update for my mod has been changed in ways that would make this kind of customization much easier. Once I finish dealing with updating my mod and SCANSat for 0.24 I'll look at updating the generic science module. Most of the hard work is already done, it's just a matter of integrating a few changes here and there. It would still require some customization to work specifically how you want, but I could probably handle that; it's likely to only require a few lines of code.

RaendyLeBeau likes this



[A thing I made](#) 🤖

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Contract Addons: [Contracts Window +](#) | [Contract Reward Modifier](#) | [CapCom](#)

AlbertKermin

Spacecraft Engineer



Members

Posted July 17, 2014

Report post



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+ 178

234 posts

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That would be wonderful! I'll plan on using the plugin for phase 2, then?

On a side note, I've been working on the textures, and while this isn't the final version, I thought I would see what everyone thinks of the direction I'm going with them.



RaendyLeBeau likes this



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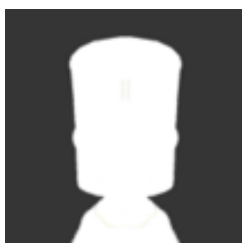
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DMagic

Capsule Communicator



Posted July 18, 2014

Report post

I had a quick look today. It shouldn't be any trouble to get my plugin working the way I described in the next few days.

Some methods might need be customized to get them working exactly as intended, but that shouldn't be a problem.

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4,051 posts



[A thing I made](#) 🤖



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AlbertKermin

Spacecraft Engineer



Members
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234 posts

Posted July 19, 2014

Report post

I've been hard at work the last few days, both with real life and this mod, and here is what I have to show for it:

[Javascript is disabled. View full album](#)

Unfortunately, the 0.24 update means a lot of bugs need squashing, both in KAS and this mod, and, sadly, I can't move on properly updating this mod until KAS is updated for .24. Also, I'm not quite sure of my choice of color for the heat probe, and may change it.



[Surface Experiment Pack- adding ALSEP to KSP!](#)



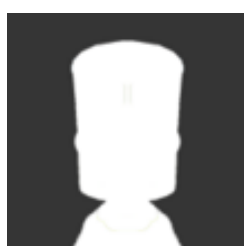
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kiwiak

Senior Rocket Scientist



Members
+ 76

Posted July 19, 2014

Report post

How about making usage of Retroreflector little more complicated? Like adding requirement that mirror had to be in line of sight with kerbin, so using it on dark side of the mun would not make sense.

It would be easy for mun since it is tidal locked so plugin would just need check coordinates. For planets that rotate independently of kerbin there would be probably need to

1,390 posts

use remote tech like functionality.

Also, another idea - measuring distance of moons in relation to their parent body, not kerbin. To do this, player would need to land science lab on parent body and retroreflector on moon.



[sIGPIC][/sIGPIC]



AlbertKermin

Spacecraft Engineer



Members

+ 178

234 posts

Posted July 19, 2014

Report post

kiwiak said:

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It would be easy for mun since it is tidal locked so plugin would just need check coordinates. For planets that rotate independently of kerbin there would be probably need to use remote tech like functionality.

Also, another idea - measuring distance of moons in relation to their parent body, not kerbin. To do this, player would need to land science lab on parent body and retroreflector on moon.

That's an interesting idea, but I'm trying to, for now, use as few plug-ins as possible for this mod, since it's already dependent upon one fairly complex one (*KAS*) and will eventually be incorporating another (*Dmagic's wonderful generic science module*). Also, I'm a rubbish programmer (Java, MatLab, and LabView are the sum total of languages I know how to use), and just getting started in KSP modding, so I don't really have the skill to even attempt such a complex endeavor.



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4nxs

Spacecraft Engineer



Members

+ 19

145 posts

Posted July 19, 2014

Report post

I hope KAS gets updated soon.

As for the color of the heat probe it is a bit orange and perhaps for the "rod"-part a more metal grey color, like the cold cathode tripod. I like the updated look of the reflector. Nice work!



"I've experiments to run.



There is research to be done.

On the Kerbals who are still alive." - GLaDOS, Portal

JeffreyCor

Senior Rocket Scientist



Members

+ 190

1,483 posts

Posted July 19, 2014

Report post

That sounds great!! Not just for Mun missions but for any manned mission to any planet or moon 🤖 It really adds a lot of purpose to having a manned mission giving a far greater reward for the risk which is starting to mean something now that there is reputation. 🤖



DMagic

Capsule Communicator

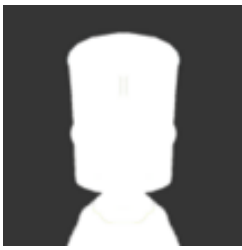


Posted July 21, 2014

Report post

I released an update to my science module if you want to try it out:

<http://forum.kerbalspaceprogram.com/threads/72466>. It allows for EVA science collection, which would seem to be



Members

+ 3,866

4,051 posts

the most relevant feature for this mod. But let me know if you can think of anything else you want included.



[A thing I made](#) 🤖

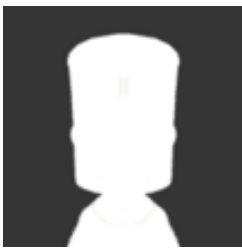


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Overjay

Colonist



Members

+ 16

142 posts

Posted July 26, 2014

Report post

Well, this is just AWESOME!!

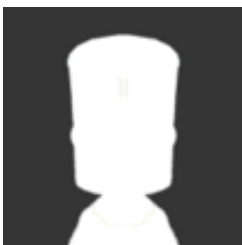
By the way, I think you shouldn't mark these as "Munar-Only". They seem to fit on almost every celestial body as well.

And yes, could you make textures more Apollo-like? Whitey, covered in fabric and stuff! 🤖



kiwiak

Senior Rocket Scientist



Members

+ 76

1,390 posts

Posted July 31, 2014

Report post

Any update on this? 🤖



[sIGPIC]/[/sIGPIC]



AlbertKermin

Spacecraft Engineer



Posted August 1, 2014

Report post



Members

+ 178

234 posts

kiwiak said:

Any update on this? 🤖

I've been working on the textures, and updating the mesh of the Retroreflector so it looks a little more stockalike. I'll be posting a few pics, probably later today.

However, the KAS integration has been going- poorly. Explosions abound on the occasion that it actually works, so my 0.24.2 update will probably be a few days.



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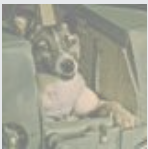
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