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[1.1] TOP SECRET! (1.0.11) Top Secret Bases for Kerbal Konstructs



# [1.1] TOP SECRET! (1.0.11) Top Secret Bases for Kerbal Konstructs

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By Eskandare, April 20, 2016 in Add-on Releases

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## Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

Posted April 20, 2016 (edited)

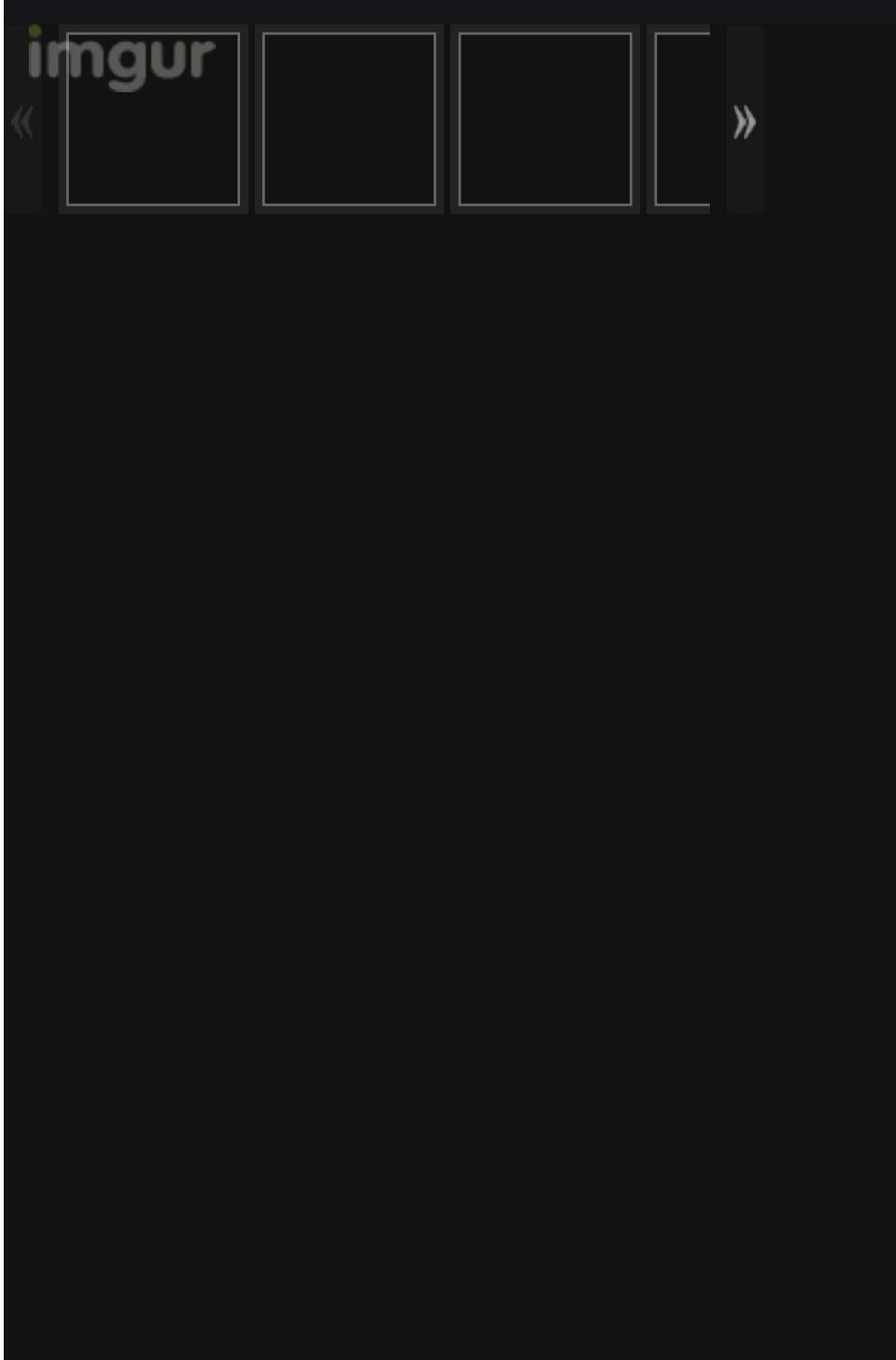
[Report post](#)

Shhhh... You can  
procure it [here](#)...



Have you wanted a base for landing huge planes? Are you running your own Kerbal Security Program? ...or do you just want to feel like a James Bond villain? Well, this series of bases are for you! Included in this release is 'The Block' a Top Secret base hidden on an unpopulated forgotten island somewhere in the southern hemisphere. The base's real name is unknown and if you ask anyone there what its name is they'll just stare at you blankly. Also included is 'Kilo-Sierra-Papa' Airbase. Here someone locked up an artifact in one of the hangers. No one is allowed in, or is allowed to know what is stored in there. No one but Jeb...

This has been a little project in the making for over a year. I put it on the back burner until 1.1 was released.



## This release includes:

- **'The Block'**
- **'Kilo-Sierra-Papa'**
- **2 Types of Hangers (Click the Far Right Stripe to Open/Close the Doors)**
- **2 Types of Control Towers**
- **Light Tower**
- **Radar Station**
- **Fuel Tanks**
- **Helipads**
- **also... very Top Secret extras.** 

 **Reveal hidden contents**

## Coming Soon:

- Bulwark Air Station, KHAARP

## Dependencies:

- Kerbal Konstructs you can get it [here](#).

## Issues:

- ~~Lift and Hanger door animations are a little broken due to changes in new animation code (KSP vs Kerbal Konstructs) hopefully there will be a solution soon.~~ **FIXED!**
- Cameras get stuck on the top of the hangers if you zoom out too far, this is a trait dealing with statics in KSP. I made the hangers large enough to allow some room for the camera.

## Change Log:

1.0.11: Hot fix for the radar animation.

1.0.1: Fixed the lift and hanger door animations. Added fuel tanks, Kilo-Sierra-Papa Airbase, and a few more extras.

1.0: Initial release

## Credit:

- Special thank you goes to AlphaAsh for his help, support, his work on Kerbal Konstructs, and the shiny 'Top Secret' banner on the Kerbal Konstructs page. 😎
- A thank you to Lack for letting me use his models as long as I gave him credit. Although, this was about a year ago, I hope he remembers. 😎 Wind sock and palm trees are by Lack, approach lights are based off of his original model.

## License:



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Edited May 11, 2016 by Eskandare

+ Quote

Nansuchao, lurkoholic, V8jester and 7 others like this



## Eskandare Heavy Industries

- [Check out my mods](#)

Helping with [KerbinSide - New Bases For Planet Kerbin](#)

## Logan.Darklighter

Junior Rocket Scientist



Members

406

616 posts

Posted April 20, 2016

Report post



I suppose it's altogether appropriate that when I click on the link for this KK addition, it gives me a "401 Unauthorized" error... 🤖

+ Quote

GrubbyZebra likes this



-Logan



"Everyone gets lost in the darkness

*Dreamers learn to steer by the stars..."*

## eddiew

Posted April 20, 2016 (edited)

Report post



the one with the ears



Members

+ 4,126

3,546 posts

On 4/20/2016 at 3:59 AM, Logan.Darklighter said: ↗

I suppose it's altogether appropriate that when I click on the link for this KK addition, it gives me a "401 Unauthorized" error...

Guess it was on a need to know basis - and you don't

While I understand the mentality of this mod... I think it would benefit from screenshots on-the-ground. No need to show the map locations if you don't want to

Edited April 20, 2016 by eddiew



Quote

Dat\_Coffee likes this



My mission logs: [Nekozjin Aerospace Flight Files \(aka eddiew's c'logs\)](#) | my KSP stuff on imgur: [nekozji.imgur](#) | some of the stuff I draw: [eddiew.deviantart](#)

Mods used in 1.3.1: planets - [GPP+GEP](#) === visuals - [Nebula](#) === parts - [Near Future](#) | [SpaceY](#) | [DMagic Orbital](#) | [KNES](#) | [LET](#) | [Tweakscale](#) | [Scansat](#) | [Foundries](#) | [Thor](#) | [FSI D·IR](#) === gamenplay - [Ron Voyage](#) | [CTT](#) | [HFTTN](#) |

## The Destroyer

Flight Director



Members

+ 475

3,311 posts

Posted April 20, 2016

Report post



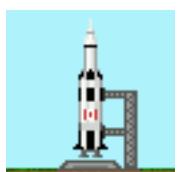
Aye, it sounds interesting



Quote



Awesome gif by TheFighterC4:



[Kraken Loves Hyperedit!](#)

## Eskandare

Eskandare Heavy Industries



Posted April 20, 2016

Report post



On 4/20/2016 at 3:59 AM, Logan.Darklighter said: ↗



Members

• 1,102

1,314 posts

Location: Sitting in my chair.

I suppose it's altogether appropriate that when I click on the link for this KK addition, it gives me a "401 Unauthorized" error... 🤖

Try the link again. I just tested them a dozen times to be sure.

On 4/20/2016 at 4:01 AM, eddiew said:

Guess it was on a need to know basis - and you don't



While I understand the mentality of this mod... I think it would benefit from screenshots on-the-ground. No need to show the map locations if you don't want to



Coming up!

+ Quote



## Eskandare Heavy Industries

- [Check out my mods](#)

Helping with [KerbinSide - New Bases For Planet Kerbin](#)

**eddiew**

the one with the ears



Posted April 20, 2016

Report post



On 4/20/2016 at 4:03 AM, Eskandare said:

Try the link again. I just tested them a dozen times to be sure.



It really doesn't work ^^;

Members

+ 4,126

3,546 posts



Quote



My mission logs: [Nekozjin Aerospace Flight Files \(aka eddiew's clogs\)](#) | my KSP stuff on imgur: [nekozji.imgur](#) | some of the stuff I draw: [eddiew.deviantart](#)

x ▾

Mods used in 1.3.1: planets - [GPP+GEP](#) === visuals - [Nebula](#) === parts - [Near Future](#) | [SpaceY](#) | [DMagic Orbital](#) | [KNES](#) | [LET](#) | [Tweakscale](#) | [Scansat](#) | [Foundries](#) | [Thor](#) | [FSI D:IR](#) === nameslav - [Ron Voyage](#) | [CTT](#) | [HFTTN](#) |

## Eskandare

Eskandare Heavy Industries



Posted April 20, 2016

Report post



▼ On 4/20/2016 at 4:04 AM, eddiew said:



It really doesn't work ^^;

DOH! I could have sworn I clicked publish, it's fixed now!

Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

+ Quote



## Eskandare Heavy Industries

- [Check out my mods](#)

x ▾

Helping with [KerbinSide - New Bases For Planet Kerbin](#)

## AlphaAsh

Good News Everyone!



Posted April 20, 2016 (edited)

Report post



Oh yessss, been looking forward to this. Thank you Eskandare. Downloading <redacted> and trying out some <redacted> <redacted> <unspecified time>.

EDIT - I'll get a banner up in KK's OP asap.

Edited April 20, 2016 by AlphaAsh

Members

+ 970

1,833 posts

Location: United Kingdom



Quote



x ▾



## Eskandare

Posted April 20, 2016

Report post

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

On 4/20/2016 at 4:19 AM, AlphaAsh said:

Oh yessss, been looking forward to this. Thank you Eskandare. Downloading <redacted> and trying out some <redacted> <redacted> <unspecified time>.

EDIT - I'll get a banner up in KK's OP asap.

Have a look out for those <REDACTED>. You can use Scan Sat to find the <REDACTED>.

Also check out the animations. I'm curious if you can improve on the old code and maybe adapt the newer animation code to Kerbal Konstructs. Oddly your Light House is working just fine. hmmm. Anyway, I eagerly await your critique.

+ Quote



## Eskandare Heavy Industries

- [Check out my mods](#)

Helping with [KerbinSide - New Bases For Planet Kerbin](#)

## AlphaAsh

Posted April 20, 2016 (edited)

Report post

Good News Everyone!



On 4/20/2016 at 4:33 AM, Eskandare said:

Have a look out for those <REDACTED>. You can use Scan Sat to find the <REDACTED>.



Members

+ 970

1,833 posts

Location: United Kingdom

Also check out the animations. I'm curious if you can improve on the old code and maybe adapt the newer animation code to Kerbal Konstructs. Oddly your Light House is working just fine. hmmm. Anyway, I eagerly await your critique.

It'll be something to do with the triggers I suspect. Keep in mind the lighthouse is a looping animation with no interactivity and doesn't require a module.

Edited April 20, 2016 by AlphaAsh

+ Quote



## Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

Posted April 20, 2016

Report post



On 4/20/2016 at 4:35 AM, AlphaAsh said:

It'll be something to do with the triggers I suspect. Keep in mind the lighthouse is a looping animation with no interactivity.

I was having trouble with looping animation for the radar. How did you get yours to loop?

+ Quote



## Eskandare Heavy Industries

- [Check out my mods](#)

# AlphaAsh

Good News Everyone!



Members

+ 970

1,833 posts

Location: United Kingdom

Posted April 20, 2016 (edited)

Report post



On 4/20/2016 at 4:36 AM, Eskandare said:

I was having trouble with looping animation for the radar. How did you get yours to loop?

Oh gawd, it wasn't easy, I remember that. Unity's animations and KSP's parttools have some serious 'this file here, this file here' 'tick that, don't tick that' crap going on. Probably still true with the latest versions. I'll track down the source for you so you can poke at it. I'd advise a long stick, it's likely to break and release noxious fumes.

Edited April 20, 2016 by AlphaAsh



Quote



# Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

Posted April 20, 2016 (edited)

Report post



On 4/20/2016 at 4:40 AM, AlphaAsh said:

Oh gawd, it wasn't easy, I remember that. Unity's animations and KSP's parttools have some serious 'this file here, this file here' crap going on. Probably still true with the latest versions. I'll track down the source for you so you can poke at it. I'd advise a long stick, it's likely to break and release noxious fumes.

Oh yes, I do seem to remember this, it was being tricky on my old carrier. Never could remember if there was a night/day trigger, either.

I'm still running old Unity though, however it still works for

the things I make, nonetheless I don't have the new features. Been poking at Unity 5 with a very long stick to see how vicious it is. A little afraid of it.

I also wish I had a copy of the old <REDACTED> and its texture. I'd love to <SECURITY CLEARANCE ONE REQUIRED>. Yup, just figured out how to make my own. Soon our old <REDACTED> will return for the next base release.

Edited April 20, 2016 by Eskandare



Quote

AlphaAsh and colmo like this



## Eskandare Heavy Industries - Check out my mods

Helping with [KerbinSide - New Bases For Planet Kerbin](#)

### eddiew

the one with the ears



Members

+ 4,126

3,546 posts

Posted April 20, 2016

Report post



Screenshots look good, will try

As a thought, it might be worth taking a look at [Nightingale's Anomaly Surveyor](#) - having some contracts to find the new ones would be sweet ^^



Quote



My mission logs: [Nekozjin Aerospace Flight Files \(aka eddiew's c'logs\)](#) | my KSP stuff on imgur: [nekozji.imgur](#) | some of the stuff I draw: [eddiew.deviantart](#)

Mods used in 1.3.1: planets - [GPP+GEP](#) === visuals - [Nebula](#) === parts - [Near Future](#) | [SpaceY](#) | [DMagic Orbital](#) | [KNES](#) | [LET](#) | [Tweakscale](#) | [Scansat](#) | [Foundries](#) | [Thor](#) | [FSI D·IR](#) === gameplay - [Ron Voyage](#) | [CTT](#) | [HFTTN](#) |

### Eskandare

Eskandare Heavy Industries



Posted April 20, 2016

Report post



On 4/20/2016 at 5:39 AM, eddiew said:





Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

Screenshots look good, will try 🐙

As a thought, it might be worth taking a look at [Nightingale's Anomaly Surveyor](#) - having some contracts to find the new ones would be sweet ^^

I'll look in to that.



Quote



## Eskandare Heavy Industries

- [Check out my mods](#)



Helping with [KerbinSide - New Bases For Planet Kerbin](#)

## AlphaAsh

Good News Everyone!



Members

+ 970

1,833 posts

Location: United Kingdom

Posted April 20, 2016

Report post



Banner is up. Happy to replace with one of your own. Now to go open ol' Unity. Carefully.



Quote



## Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Posted April 20, 2016

Report post



On 4/20/2016 at 6:22 AM, AlphaAsh said:



Banner is up. Happy to replace with one of your own. Now to go open ol' Unity. Carefully.

I love it!

Location: Sitting in my chair.



Quote



## Eskandare Heavy Industries

### - Check out my mods

Helping with [KerbinSide - New Bases For Planet Kerbin](#)

### ValCab33

Hesitant Plane Builder



Members

+ 137

60 posts

Location: Somewhere between  
Kerbin and Equestria

Posted April 20, 2016

Report post



This.

Is exactly what I need for my RP !

It looks awesome !

Can't wait to try it out.



Quote



You can't have a nightmare, *If you never dream.*



### Enceos

Fluffy Engineer



Members

+ 1,707

2,092 posts

Location: SPH rooftop

Posted April 20, 2016

Report post



Meow! Grabbing :3



Quote



[Kerbal Hacks](#) (Procedural Part textures, Asphalt Tiles,

Unusual parts, other hacks) | [Wearable KIS](#)

[Props](#) (Customize your Kerbals)



[Animated Station Screens](#) (Let visitors know what your

station offers) | [Droptank "Wrapper"](#) (Some extra fuel

## Eskandare

Eskandare Heavy Industries



Posted April 20, 2016

Report post



### NEXT UPDATE...



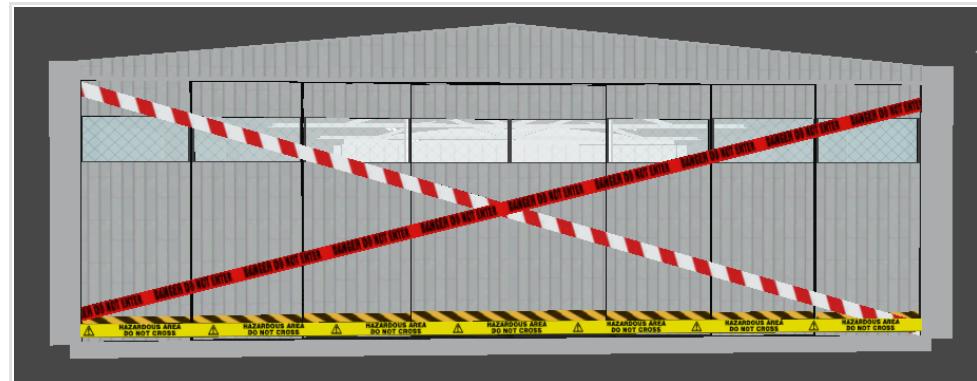
Those naughty Kerbals are hiding something...

Members

+ 1,102

1,314 posts

Location: Sitting in my chair.



Quote

AlphaAsh and ckirky like this



## Eskandare Heavy Industries

### - Check out my mods

Helping with [KerbinSide - New Bases For Planet Kerbin](#)

## ValCab33

Hesitant Plane Builder



Posted April 20, 2016

Report post



I have a little issue with the large elevator, when I launch a plane from the base it immediately starts to go down, and when it reaches the bottom, it won't go up again when clicking it :/

Also, flying small planes in the underground hanger is fun



Quote



Location: Somewhere between Kerbin and Equestria

Members

+ 137

60 posts

Kerbals logo featuring an octopus-like character holding a wrench.

You can't have a nightmare, *If you never dream.*





## V8jester

Crash Dummy



Members

+ 1,139

2,109 posts

Location: Working on the Flux Capacitor

Posted April 20, 2016

Report post



Oh, now this looks cool! Gives me another reason to get my 1.1 mod install sit'n purdy.

Nice work [@Eskandare](#)



Quote



Whoever acknowledges me before others, I will also acknowledge before my Father in heaven. But whoever disowns me before others, I will disown before my Father in heaven. Matthew 10:32-33



## Geschosskopf

Director of Shanghaiing Operations



Members

+ 5,903

6,885 posts

Location: Lousy Anna's armpit

Posted April 20, 2016

Report post



Oh WOW! Must have Thanks!



Quote



-Geschosskopf -- NIHIL INIQVIVS QVAM AEQVITATEM  
NIMIS INTENDERE

## I am a Kerbero

[Tutorial on Flotillas --- Paydirt! A Tutorial on Finding the Best](#)

## Eskandare

Eskandare Heavy Industries



Posted April 20, 2016 (edited)

Report post



On 4/20/2016 at 2:02 PM, ValCab33 said:



I have a little issue with the large elevator, when I launch a plane from the base it immediately starts to



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

go down, and when it reaches the bottom, it won't go up again when clicking it :/

Also, flying small planes in the underground hanger is fun

~~Sadly the triggers are a little borked, until it is fixed you'll need to click the lift and wait the 6 minutes for it to cycle. This is a Kerbal Konstructs issue.~~

Edited April 20, 2016 by Eskandare



Quote



## Eskandare Heavy Industries - Check out my mods

Helping with [KerbinSide - New Bases For Planet Kerbin](#)

### Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

Posted April 20, 2016

Report post



Dang it! It was my fault all along.  
Uploading the update soon



Quote



## Eskandare Heavy Industries - Check out my mods

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