




Tarsier Space Technology Continued...

Mod
101,985 Downloads Last Updated: Oct 16, 2020 Game Version: 1.10.1

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DescriptionFilesSourceRelations



Tarsier Space Technology is a set of parts with enhanced science capability.

Please read the [ChangeLog](#) and [Install](#) notes.

The original author of this mod @tobyb121 has given me full permission (back-dated to Jan 2015) to take over and continue to develop and maintain this mod given he simply no longer has the time to do so himself.

He has also given me complete permission to change the license agreement. Anyone wishing to see this permission can get in contact with me via Personal Message here on the forums.

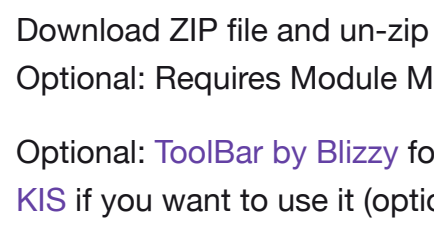
The original content and Credit for this mod goes to tobyb121.

His original releases can be found [here](#)

[Forum Thread link here](#)

[Source Code link here](#)

If you like my mods and you want to show your support, then you can support me on [Patreon](#):



Installation:

- Download ZIP file and un-zip into your KSP install Directory.
- Optional: Requires Module Manager for KIS, KAS and Research bodies support (not in this distribution, use [this link](#)).
- Optional: Toolbar by Blizzy for Toolbar Support, comes pre-configured for in-game ApPLauncher icon support.
- KIS if you want to use it (optional).
- ResearchBodies if you want to use it (optional).

CRITICAL When installing over older versions please DELETE the old TarsierSpaceTech folder from your GameData folder manually first.

About Project

Report

Project ID230087

CreatedMay 2, 2015

UpdatedOct 16, 2020

Total Downloads101,985

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TarsierSpaceTech_V7.11.0.0...


Oct 16, 2020

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Parts:

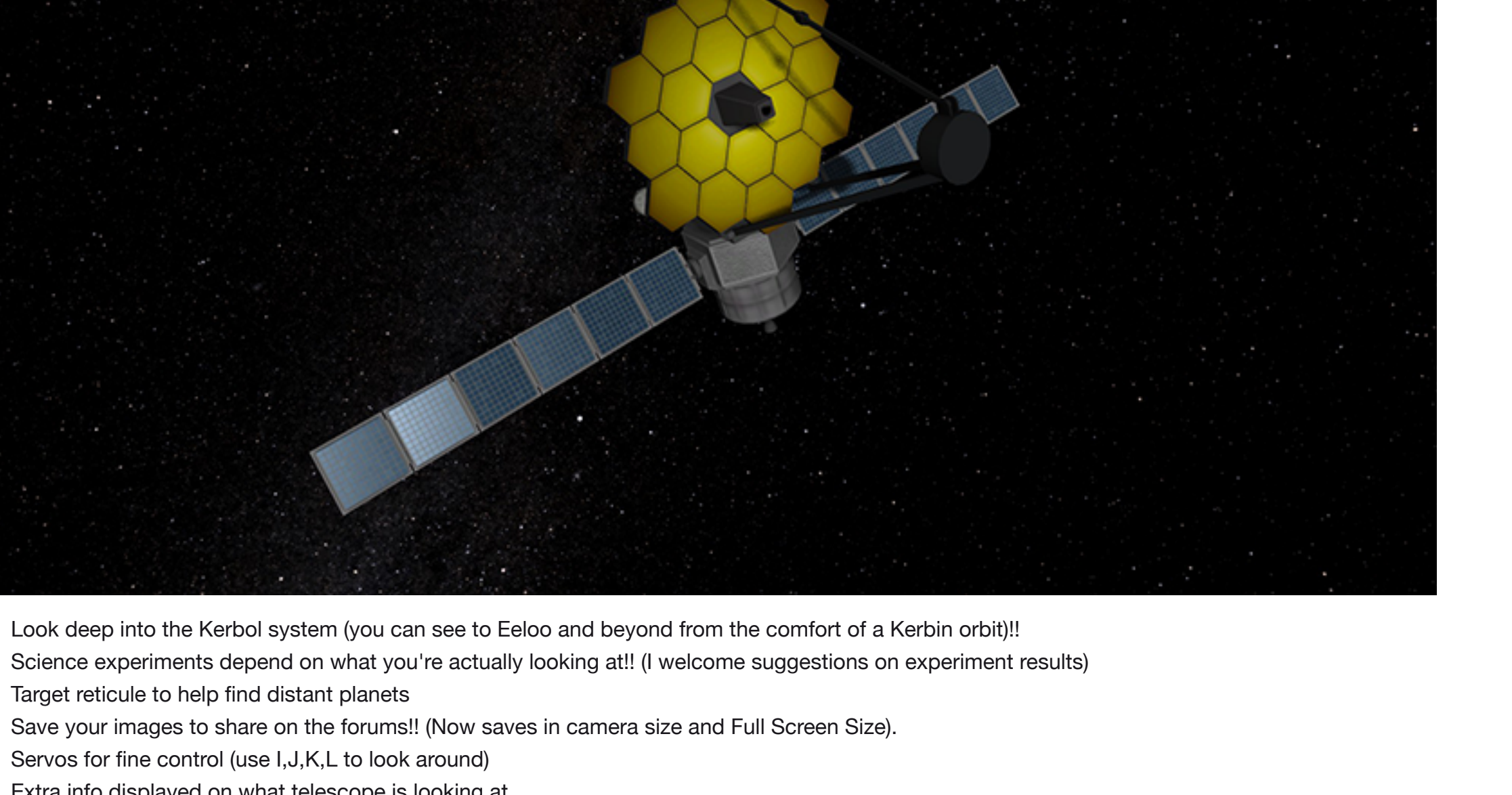

- ChemCam - Analyse the surface of planets by shooting them with lasers.
- Space Telescopes - Peer deep into the solar system and now to distant galaxies
- Science Hard Drive - Store science in hard drives to maximise your science points.

ChemCam



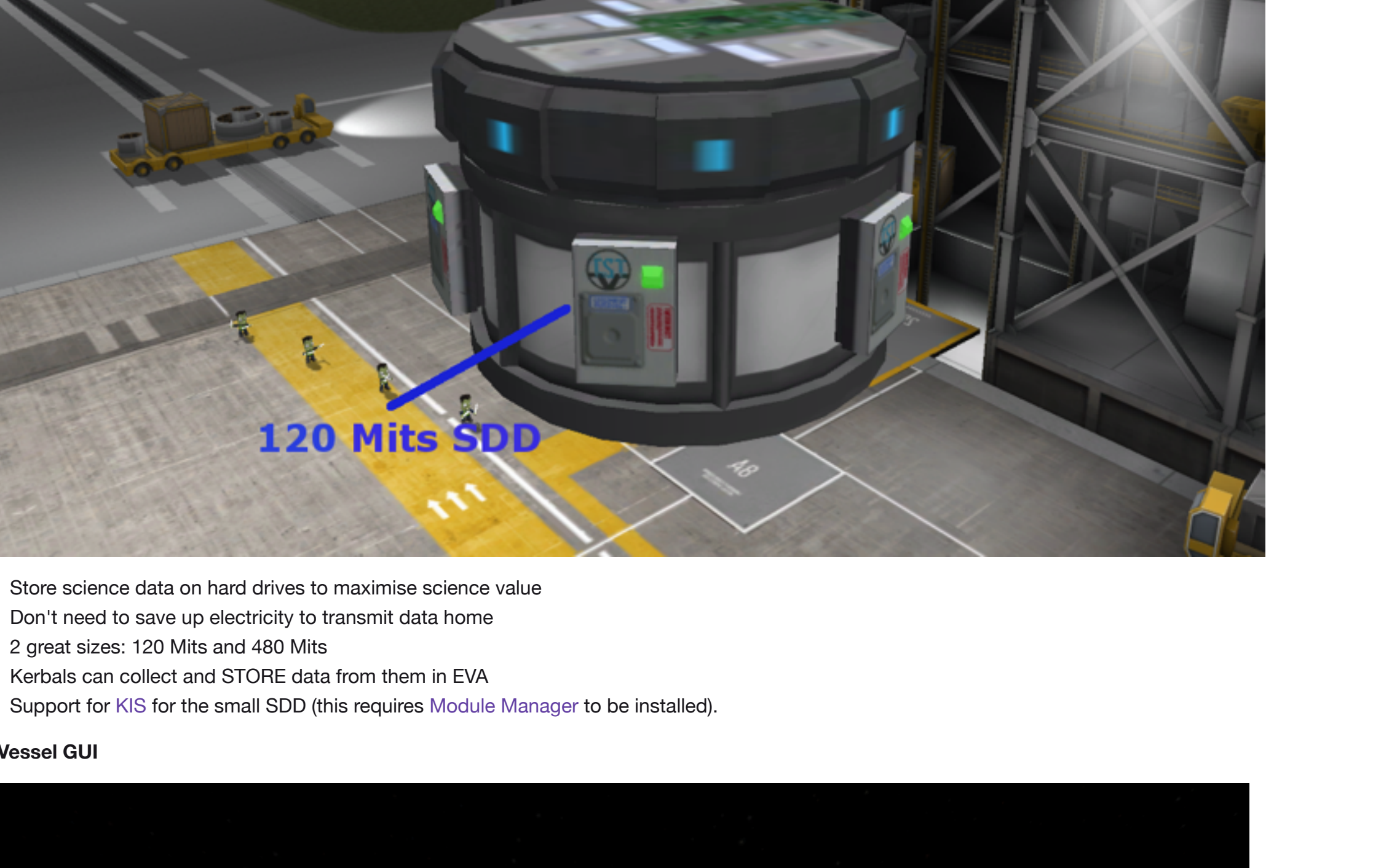
- Analyse the surfaces of planets using a high powered laser
- Uses biomes where available
- Save your images to share on the forums!! (Now saves in camera size and Full Screen Size).
- Fully integrated into the tech tree

Space Telescopes




- Look deep into the Kerbol system (you can see to Eeloo and beyond from the comfort of a Kerbin orbit!!)
- Science experiments depend on what you're actually looking at!! (I welcome suggestions on experiment results)
- Target reticule to help find distant planets
- Save your images to share on the forums!! (Now saves in camera size and Full Screen Size).
- Saves for fine control (use IJKL to look around)
- Extra info displayed on what telescope is looking at
- Can collect science from EVA and transfer to command pods
- Two telescopes with different zoom capability integrated into the science tree
- Look at distant galaxies and take photos of them for science
- When you also install the ResearchBodies mod can be used as a Body Scanner (function of ResearchBodies) and taking pictures of bodies will add discovery points in the ResearchBodies Mod.

Science Storage Drives



- Store science data on hard drives to maximise science value
- Don't need to save up electricity to transmit data home
- 2 great sizes: 120 Mits and 480 Mits
- Kerbals can collect and STORE data from them in EVA
- Support for KIS for the small SDD (this requires [Module Manager](#) to be installed).

Vessel GUI



- View Tarsier Space Tech parts on Vessel.
- Open/Close Cameras.
- Move Pictures onto Vessel SDDs.
- View stored Science on each part.
- ApPLauncher/Toolbar icons and Menu only available if you have TST parts on the current active vessel.

Comments

H1H2H3H4H5H6

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Post Reply

12

1

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3


beckamabobby

Posted Sep 1, 2020

#33

the chemcam is too big

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relonsk

Posted Jul 17, 2020

#32

works fine with 1.10 but with some visual glitches if i'm right.

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smutnypedal

Posted Apr 15, 2020

#30

works just fine on 1.9.1 but there are no galaxies and very few objects render

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JPLRepo

Posted Apr 15, 2020

#31

In reply to smutnypedal:
Odd. Works great for me in 1.9.1 and has the 10 galaxies supplied with the mod, all visible.
Suspect you have some other issue going on perhaps with other mods that are installed causing issues in your install.

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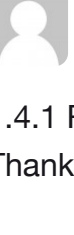
gabriel2061

Posted Dec 23, 2018

#29

I've install the mod and my stock science parts have broken. Can anyone help me?

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DRAAG00N

Posted Oct 29, 2018

#28

Does it give science points?

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JPLRepo

Posted Mar 20, 2018

#26

Because it has not been updated to 1.4.1.
It has on github and spacedock. but not curse. Because I only just now got access back on curseforge.
Will be updating it shortly.

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kwisatzkerborach

Posted Mar 20, 2018

#25

1.4.1 Recognizes parts, no crashing... can be put into orbit. Parts will not activate. GUI responds "No SSD found on craft"
Thanks for a fun mod... i've had a lot of fun with TST.

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_ForgeUser1950461

Posted Mar 31, 2017

#22

Is this compatible with 1.2.2?

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_ForgeUser24594364

Posted May 30, 2017

#23

Quote from TitanicJames34 >>
Is this compatible with 1.2.2?
no

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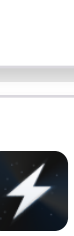
_ForgeUser21179321

Posted Nov 11, 2017

#24

In reply to TitanicJames34:
why would you have 1.2.2

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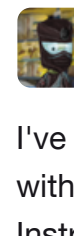
_ForgeUser20745997

Posted Nov 26, 2016

#20

After making a rover with ChemCam, i quit game and in a few hours reboot, and then i cannot load the rover back, it says that the object ChemCam is missing and therefore cannot load the vessel. I still have the mod installed.

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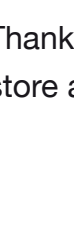
JPLRepo

Posted Nov 26, 2016

#21

Sorry to hear. But there is virtually nothing anyone can do for you without some logs, etc.
please go to the [forum thread](#) and follow the instructions to supply more information and your log files so someone can help you.

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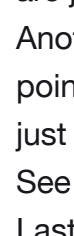
_ForgeUser26923541

Posted Aug 12, 2016

#17

How do i open a zoom window like on the screenshots?
Last edited by _ForgeUser26923541: Aug 12, 2016

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JPLRepo

Posted Aug 26, 2016

#18

Open the telescope if one is attached to your vessel.
You can do this by either:-
a) right clicking the telescope part and selecting the "Open Camera" button.
b) Opening the TST icon in the icons list in flight and select the "Open Camera" button next to the telescope part that is listed in the window.

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_ForgeUser25126138

Posted May 20, 2016

#15

So, I cannot for the life of me figure out what is causing this particular glitch. But whenever I mount one of the telescopes to a rocket, it gets to about seven thousand meters and the camera just stops following the rocket. As if the module fell off or something. Is anyone else having this issue?

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JPLRepo

Posted May 21, 2016

#16

I've not heard of this issue. It would sound to me like your not connecting it to your rocket correctly or something else is going on with your KSP install. But without further information any response is pure conjecture. If you want technical support please go to the [KSP Forums](#) and follow the Support Instructions section - [here](#).

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_ForgeUser23795483

Posted Feb 22, 2016

#13

Thank you for this mod! Extra science apparatus is a GREAT idea. I love the laser and telescope. But what exactly are the hard drives for? I mean, I can store all my experiments in the pod, soooooo...

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JPLRepo

Posted Feb 23, 2016

#14

Glad you like it.
Depends on your vessel. Most people only have a probe/unmanned with the telescopes or rover/Cam which means there is no science container. SDDs are just that. Science containers that you can transfer your science to at the click of a button. No EVA necessary.
Another thing People use them for is they design vessels with detachable SDDs that can detach and return to Kerbin with the science for full science points.
just a couple of ideas that come to mind on what they are for...
See what ideas you can come up with..
Last edited by JPLRepo: Feb 23, 2016

ToolsReportReplyQuoteMulti-quote

_ForgeUser21011479

Posted Jan 4, 2016

#12

Thanks brother, this is an amazing MOD.

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