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[1.0.5](Nov18/15)Auto Actions: Automatically activate action groups(RCS/SAS) on la...



[1.0.5](Nov18/15)Auto Actions: Automatically activate action groups(RCS/SAS) on launch

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By Diazo, December 5, 2014 in [Add-on Releases](#)

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[NEXT](#)[Page 1 of 2 ▾](#)**Diazo**

ALL the Actions!



Members

 **944**

2,077 posts

Posted December 5, 2014

(edited)

[Report post](#) 

As of KSP 1.2, Teilnehmer has taken over this mod, [all future updates can be found here.](#)

Auto Actions

Found on the [CKAN](#) as **Auto Action**

-Automatically activate any action group,

including RCS and SAS, on vessel launch.

-Set throttle to a desired on vessel creation on a per-vessel basis.

-All settings save on a per-vessel basis

-Supports my Action Groups Extended mod and will activate higher numbered action groups if AGX is present. Will still activate groups 1 through 10 if AGX is not installed.

-Ability to override KSP's action groups lockout in early career mode. [Instructions here.](#)

-Version 1.6: KSP 1.0.5 Update.

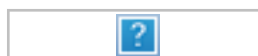
[Download here version 1.6 here.](#) Merge the GameData folder in the .zip with your KSP_Install\GameData folder.

ModuleManager is required. [Download it from here.](#)

Support for Blizzy's toolbar is included but optional. If Blizzy's toolbar is not installed, the icon for this mod will show on the stock toolbar.

Regardless of where the icon is, clicking it will show/hide this mod in the editor.

When in Actions editing mode in the VAB or SPH:



Comments always welcomed.

D.



Quote

Drew Kerman, Treble Sketch and
Teilnehmer like this



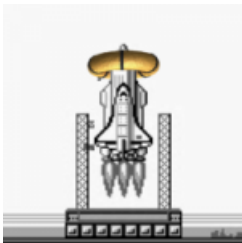
[Auto Actions: Automatically activate
action groups on launch.](#) | [ModActions:
Control everything \(other mods!\) via the
Action Group system.](#)



[Action Groups Extended: 250 Action
Groups with in-flight editing](#) | [Vertical](#)

Malah

Junior Rocket Scientist



Members

+ 517

610 posts

Location: France

Posted December 5, 2014

Report post

Thanks for this usefull mod 🤖



Quote



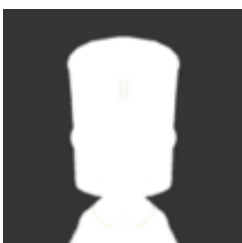
Sorry for my bad english 🤖



My mods : [QuickMods](#) / [StockConfigs](#)

willow

Spacecraft Engineer



Members

Posted December 8, 2014

Report post

That's an awesome tool. Would it be possible with this to have an action group set the throttle? So I can use this when launching from the moon for example..



Quote

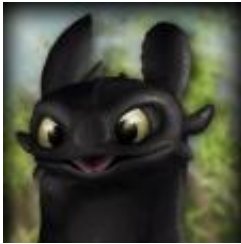


+ 16

237 posts

MK3424

Capsule Communicator



Members

+ 423

1,234 posts

Posted December 8, 2014

Report post

What about a countdown timer with action groups bound to a certain second?

I wanna do a realistic Saturn V type launch with the different launchclamps disengaging at different times all the way up to launch.



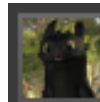
Quote

Teilnehmer likes this



Twitter: <https://twitter.com/MK3424> Kerbal X X craft

list: <http://kerbalx.com/MK3424/craft>

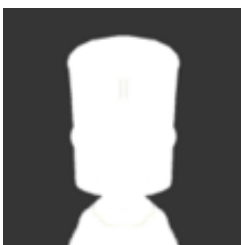


MK3424
Last Online 3 days ago

11

Alewxx

Senior Rocket Scientist



Members

+ 448

1,399 posts

Location: Kermany

Posted December 8, 2014

Report post

That is some piece of awesomeness mister.

Not needing to activate SAS, deactivate gear, and setting throttle is a massive release.



Quote

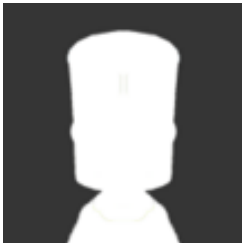


posting



willow

Spacecraft Engineer



Members

16

237 posts

Posted December 8, 2014

Report post ✕ ▾

MK3424 said:

What about a countdown timer with action groups bound to a certain second?

I wanna do a realistic Saturn V type launch with the different launchclamps disengaging at different times all the way up to launch.

Ooh! That's a cool idea. Especially if you can start countdowns with an action group.

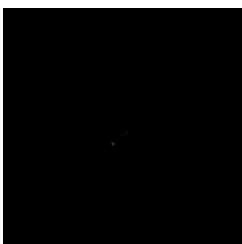


Quote



diomedea

Maxed entropy



Posted December 8, 2014

Report post ✕ ▾

Very nice add-on, Diazo, most useful (I have to redo launch sequences hundred of times for testing purposes, and this add-on is really a time-saver).

Would be perfect for my purposes if could

Members

+ 702

2,302 posts

Location: where light is no more

be extended to include also the following actions I repeat everytime before launches:

- stick open the contracts app (in career game) and enlarge to fit with the accepted contracts (believe other players may wish to see other apps opened however);
- in map view, show the navball (default key is keypad period);
- in map view, rotate body to bring the launch position at the view center.

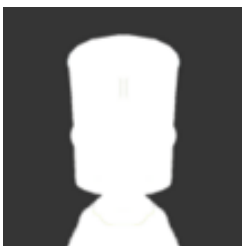


Quote



Alewx

Senior Rocket Scientist



Members

+ 448

1,399 posts

Location: Kermany

Posted December 8, 2014

Report post



diomedea said:

Very nice add-on, Diazo, most useful (I have to redo launch sequences hundred of times for testing purposes, and this add-on is really a time-saver).

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- stick open the contracts app (in

career game) and enlarge to fit with the accepted contracts (believe other players may wish to see other apps opened however);

- in map view, show the navball (default key is keypad period);

- in map view, rotate body to bring the launch position at the view center.

For the [Navball by Default](#) there is already a extremely nice mod.

 Quote

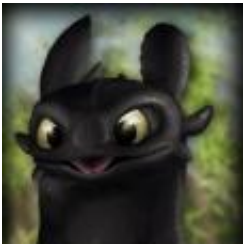


[HOW TO GET SUPPORT](#) - **Read before posting**  



MK3424

Capsule Communicator



Members

 **423**

1,234 posts

Posted December 8, 2014

Report post 

 **Alew said:**

For the [Navball by Default](#) there is already a extremely nice mod.

Heard of this mod?:<http://forum.kerbalspaceprogram.com/threads/80951-0-23-5-KSPStockTweaks-things-that-%28supposedly%29-should-have-been-stock>



Quote



Twitter:<https://twitter.com/MK3424> Kerbal X
X craft

list:<http://kerbalx.com/MK3424/craft>



MK3424
Last Online 3 days ago

11

Diazo

ALL the Actions!



Members

+ 944

2,077 posts

Posted December 8, 2014

Report post



Thanks for the feedback all.

Looking at what people are talking about, a lot of it is out of scope for this mod. This mod is intended as an extension of the editor to all you to "set" all the stuff in the editor that can only be set in flight mode by allowing you to trigger stuff on that first Update when you spawn a new vessel.

-Action group to set the throttle: Out of scope for this mod, however that is planned as a future feature on my Actions Everywhere mod.

-Timed activation of action groups (Saturn V launch): Not happening as the groups would not activate in that first update after launching.

I've actually been struggling with implementing timed action groups at all (it was one of the first things requested when I released AGX) and I've never come up with a way to do them without going the

full-on automation route like kOS.

-Open contracts app: Out of scope, that is a UI widget, it's not on the vessel.

-Show navball in map: Again, a UI widget.

-Rotate view: Again, not on the vessel so out of scope.

Really, there really is a "UI Tweaking" mod needed, I don't have the time for that one myself though.

D.



Quote



[Auto Actions: Automatically activate action groups on launch.](#) | [ModActions: Control everything \(other mods!\) via the Action Group system.](#)



[Action Groups Extended: 250 Action Groups with in-flight editing](#) | [Vertical](#)

Trollsama

Rocketeer



Members

+ 11

45 posts

Posted December 9, 2014
(edited)

Report post



Abort.... >.>

The confidence of the person utilizing that feature must be as broken as the last 10 launch attempts they made.

🙄 "Allright kid, so we dont want you to ride the rocket to space, too dangerous. Just

get in there, turn on the lights and RCS system, light a fire under your [REDACTED], and then get outa there using the emergency eject system"

Joking aside, its a really simple, small mod. but sometimes, its the little things that make the biggest difference.

Thanks for the contribution to the community, I can see this mod making its way into my core.

Edited December 9, 2014 by Trollsama



Quote



Crzyrndm

Capsule Communicator



Members

+ 1,091

2,131 posts

Posted December 9, 2014

Report post



Diazo said:

Note that my fight with the KSP GUI continues. The number entry boxes must always have a number in them so you can not delete all characters to enter a new group number. Rather, I recommend highlighting the old number with the mouse and typing the new group in.

This sounds so very familiar 🤖

In this case, you could use a negative number to indicate that the string should be blank space (ie. if (textField.Text == "") then { val = -1 }, and ofcourse the reverse when printing to the screen)



Quote



My Mods:

[Pilot](#)



[Assistant](#)

[Filter](#)

[Extensions](#)

[The](#)

[Plugin Workshop](#)

Supported Mods: [Procedural](#)

tg626

Rocket Scientist



Members

+ 1,120

1,418 posts

Location: Earth

Posted December 9, 2014

Report post



How about altitude triggering? Like to pop fairings on the way up?



Quote



- [T.R.A.I.L.S. - Gemini for KSP](#)
- [Kerbal Optical Alignmen System \(KOAS\) Docking](#)

Diazo

ALL the Actions!



Members

+ 944

Posted December 9, 2014

Report post



Crzyrndm said:

This sounds so very familiar 🤖

In this case, you could use a negative number to indicate that the string should be blank space (ie. if (textField.Text == "") then { val = -1 },

and ofcourse the reverse when printing to the screen)

That's not the problem I'm running into. Because I'm using the text boxes as numbers, their must always be a number in the text box. Therefore, when you delete the number to enter a new one, the textbox is left at "" (blank with no characters) which is not a number. This causes it to spaz out and hit my error trap which is go back to the last known good value which is whatever the number you tried to delete is.

▼ **tg626 said:**

How about altitude triggering? Like to pop fairings on the way up?

Nope, that is out of scope for this mod. This mod is only for finalizing your ships settings when it spawns on the launchpad, not for activating anything in flight.

Having said that, check out the Smart Parts mod, I believe it has a part that triggers an action group on altitude and my next project is to make Smart Parts aware of my Action Groups Extended mod so you have more action groups to use them with.

D.



Quote



Action Groups Extended: 250 Action

● ● ●

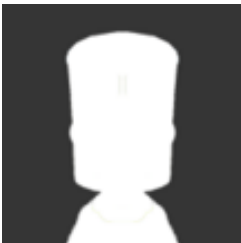


337 posts

+ Quote



● ● ● ●



+ Quote



Moesly_Armlis

Arrr! Matey



Members

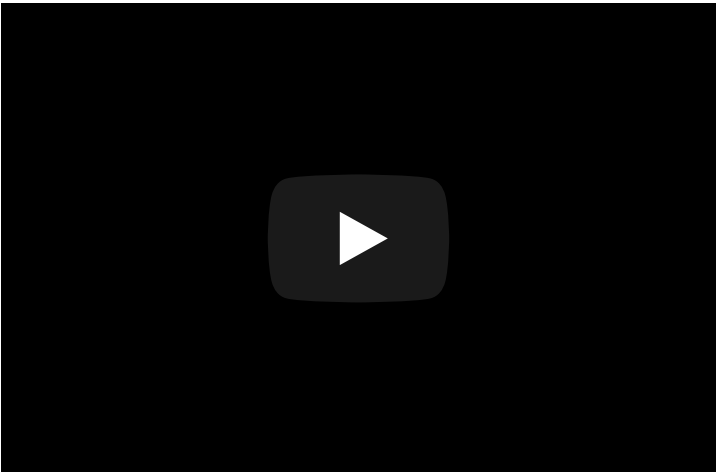
+ 394

709 posts

Posted December 9, 2014

Report post

This AutoActions mod is fantastic, allows me to grab a beverage and not have my planes end up in the runway ditch. Parking brakes enabled is now always set to true.



Now what makes a good mix with kodva.

+ Quote



[I like trains!](#)



Dying's the easy way out. You won't catch me dying. They'll have to kill me before I

Crzyrndm

Capsule Communicator



Posted December 9, 2014

Report post

(edited)

▼ **Diazo said:**

That's not the problem I'm running into. Because I'm using the text boxes as numbers, their must always be a number in the text box. Therefore,

when you delete the number to enter a new one, the textbox is left at "" (blank with no characters) which is not a number. This causes it to spaz out and hit my error trap which is go back to the last known good value which is whatever the number you tried to delete is.

You need to check for the blank string before trying to use `int32.Parse` (edit, convert...) and then encode that as an unusable value is what I was trying to say (and a conversion doing the reverse on the way in).

```
string
masterActivateGroupAString
;

// If value is negative,
string is blank
if (masterActivateGroupA
>= 0)

masterActivateGroupAString
=
masterActivateGroupA.ToStr
ing();
else

masterActivateGroupAString
= "";
```


This should catch the blank string and store it as -1, returning it to a blank string for subsequent iterations. As an added

bonus, anyone trying to enter negative numbers will have it rejected and turned into a blank screen (I don't believe -ve action group numbers are particularly sane...)

Edited December 9, 2014 by Crzyrndm

 [Quote](#)



My Mods: [Pilot](#) 
[Assistant](#) [Filter](#)
[Extensions](#) [The](#)
[Plugin Workshop](#)
Supported Mods: [Procedural](#)

Pappystein

OOBE Historian/Engineer



Members

 **613**

1,098 posts

Location: Floating on Space
and Time

Posted December 11, 2014

[Report post](#) 

 **Trollsama said:**

[http://members.shaw.ca/diazo/Auto
Action.jpg](http://members.shaw.ca/diazo/AutoAction.jpg)

Abort.... >.>

The confidence of the person utilizing
that feature must be as broken as the
last 10 launch attempts they made.

Actually this is great for progressive
testing of your Rocket NASA style. I use it
to test my Kerbal Emergency Escape
System Automated (KEESA.) If she isn't
properly tested Keesa can be a real pain in
the hind-quarters.

Diazo. Thanks for all your brilliant small mods. I have been using Vertical Velocity hold since your first release!

 Quote



[First step to support located HERE!](#)



Diazo

ALL the Actions!



Members

 944

2,077 posts

Posted December 16, 2014

Report post 

Version 1.1


-KSP 0.90 fix.

You must update to Version 1.1 to run this mod on KSP 0.90 due to code changes under the hood.

This version does not include Crzyrndm's text box fix yet as I want to get started on AGX for KSP 0.90 first.

All my tests are now good, let me know if you run into any issues.

D.

 Quote



[Auto Actions: Automatically activate action groups on launch.](#) | [ModActions: Control everything \(other mods!\) via the Action Group system.](#)



superm18

Sr. Spacecraft Engineer



Members

+ 28

382 posts

Posted December 16, 2014

Report post

So simple, yet soooo useful! 8-)



Quote



"It's possible to struggle valiantly and still make poo"

-Boss

Tweed

Diazo

ALL the Actions!



Members

+ 944

2,077 posts

Posted December 22, 2014

Report post

Version 1.2

[Download here.](#)

-Stock toolbar support added, will be used if Blizzy's toolbar is not installed.

-Now respects the action groups available in career mode and will only show actions you have access too. Note this means the mod will not show at the start of a career game, you must upgrade the VAB/SPH once to show it.

Comments always welcome.

D.



Quote



[Auto Actions: Automatically activate action groups on launch.](#) | [ModActions: Control everything \(other mods!\) via the Action Group system.](#)



[Action Groups Extended: 250 Action Groups with in-flight editing](#) | [Vertical](#)

Zeroignite

Rocketry Veteran



Members

+ 32

737 posts

Posted December 24, 2014

Report post

Request: how about adding a Precision Controls toggle to auto-actions? I generally prefer to launch with it on.



Quote



My pronouns are she/her/hers.



-

Seeing black skies since 0.08. I've been around a while.

drtedastro

Capsule Communicator



Members

+ 296

2,256 posts

Posted December 24, 2014

Report post

Greetings Diazo / all;

I am looking for a way to be able to turn SAS (T on the keyboard) on in action group. I want to do this to help with LES systems and other abort methods.

Is there currently a way to do this that I am just not seeing, or can this be done at all.

Happy holidays to all.



Quote



Diazo

ALL the Actions!



Members

+ 944

2,077 posts

Posted December 25, 2014

Report post

@Zeroignite: That should be possible, just did not think of it because Precision Controls isn't actually an action group.

@drtedastro: That is out of scope for this mod, however it is a good suggestion for my Actions Everywhere mod. I should be pushing a new version with some other pilot/SAS stuff in the next few days, I'll try to add it to that.

D.



Quote



[Auto Actions: Automatically activate action groups on launch.](#) | [ModActions: Control everything \(other mods!\) via the Action Group system.](#)

[Action Groups Extended: 250 Action Groups with in-flight editing](#) | [Vertical](#)

1

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NEXT

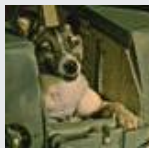


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Language ▼

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