

[1.8.x] Auto Actions (continued) [v1.11.0 – 2019-11-24]

By Teilnehmer, October 23, 2016 in Add-on Releases

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Posted October 23, 2016



Diazo's **Auto Actions**

version 1.11.0



Selection

Auto Actions

Per-vessel settings

Abort

Brakes

RCS

SAS

Gear

Lights

Custom actions

1

8

Precision control

Throttle

default

Trim

Pitch

0

Yaw

0

Roll

-50

Wheel motor

0

Wheel steer

0

VAB defaults

Abort

Brakes

RCS

SAS

Precision control

Throttle

100

%




Automatically activates action groups on launch.

You can control the initial state of:

- Built-in action groups (SAS, RCS, Brakes, Abort, Lights, Gear);
- Custom action groups (1–10, and more with [@Diazo's Action Groups Extended](#) mod);
- Precise Control mode;
- Throttle level;
- Trim (Pitch, Yaw, Roll, Wheel motor, Wheel steer).

How to use:

- In editor, switch to the Action editing mode (.
- Press the "VAB defaults ▼" / "SPH defaults ▼" button to edit the

defaults for all vessels (separate defaults for VAB and SPH):

- **green** — action on; **red** — action off.
- Edit per-vessel values saved with the craft file:
 - **gray** — keep default value; **green** — action on; **red** — action off;
 - the 5 text boxes allow to set up to 5 custom actions you want to turn on by default. Just type action numbers into them.
- Press the “Trim ▼” button to edit vessel’s initial trim values.
- If you want to override the career mode lockout on action groups so this mod will show even if action groups are not yet unlocked, change the `OverrideCareer` parameter in the `[KSP-Install]/GameData/AutoAction/PluginData/AutoAction.settings` file:
 - `OverrideCareer = False`: Respect KSP’s action group lockout;
 - `OverrideCareer = True`: Ignore the lockout and always show this mod.

Localization: English, Spanish, Russian, Japanese, Chinese

Known issues:

- A few second hang-up can occur at the first appearance of the GUI since the mod still uses the old GUI system.
- Does not support UI scaling.

Available via CKAN.

Download from GitHub:

<https://github.com/formicant/AutoAction/releases>

Source: <https://github.com/formicant/AutoAction>

Dependencies: Module Manager

Originally created by [@Diaz](#). Continued by me since version 1.6f.

[Original forum thread by Diaz](#).

License: GPL-3.0

Version history:

 **Reveal hidden contents**

In Russian / **по-русски:**

 **Reveal hidden contents**

Edited November 24, 2019 by Teilnehmer

 [Quote](#) White Owl, RealGecko, Vsimm and 10 others like this



Posted October 23, 2016



Version 1.7

Sir Diazo allowed me to take over the mod.

Changes:

- AutoAction.cfg file renamed to AutoAction.settings to prevent invalidating the cache by ModuleManager.
- Bizzy's toolbar wrapper updated.

Edited October 23, 2016 by Teilnehmer

 [Quote](#)



Posted October 23, 2016



Thanks for continuing this mod! I've never had a use for it until now, I like the idea of having the parking brakes on when I launch a car.



Quote



Posted October 24, 2016



Version 1.7.1

Changes:

- Licence added.
- .version file added (AVC support).
- .netkan file updated (CKAN support).



Quote

Errol likes this



Posted November 5, 2016



Version 1.7.2

Changes:

- Updated to KSP 1.2.1



Quote

Errol and Nansuchao like this



Posted January 3, 2017



Version 1.7.3

Changes:

- Updated to KSP 1.2.2



Quote



Posted May 24, 2017



Forgive the newb question, but how do I actually use this? Say I want to fire an action group at a certain height how do I do it? At the moment, I assign Jettison fairing to AG 1. I put number one in the first box but as soon as I load on the launch pad the fairings Jettison. Is this mod used for that or does it just fire all actions immediately without delay?



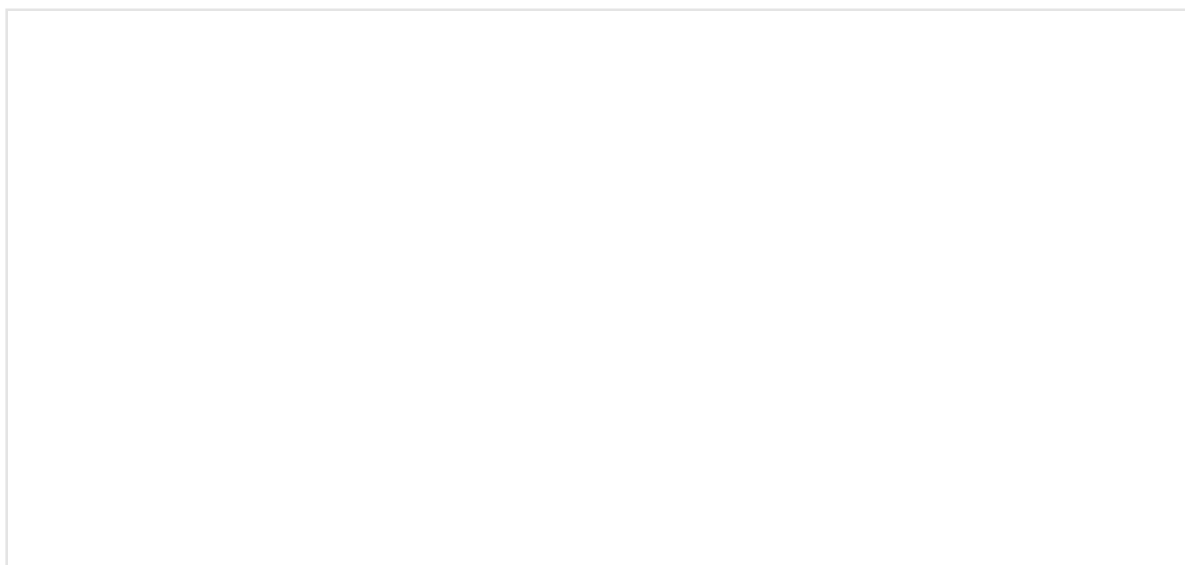
Quote



Posted May 24, 2017



@funkcanna: you could try





Quote



Posted May 27, 2017



On 5/24/2017 at 2:34 AM, funkcanina said:



or does it just fire all actions immediately without delay?

Aha. This mod only controls the initial state of action groups. It is quite primitive.



Quote



Posted June 7, 2017



Version 1.8

Changes:

- Updated to KSP 1.3
- Some refactoring
- Localization support added
- Now, also in Russian. Теперь и на русском



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Please do not hesitate to add other localizations of the mod.

Known issues:

- A few second hang-up can occur at the first appearance of the GUI. I'm trying to find out what causes it.

Edited June 7, 2017 by Teilnehmer



Quote



Posted June 13, 2017



Thanks for this mod!

Enlight me on PCtrl option. What it does? thanks.



Quote



Posted June 13, 2017



▼ On 6/13/2017 at 12:35 AM, felcas said:



Enlight me on PCtrl option. What it does?

It sets the initial state of the *Precise Control* option (the one toggled with *Caps Lock* key by default).



Quote

felcas likes this



Posted June 19, 2017



▼ On 6/19/2017 at 12:29 PM, fitiales said:



Spanish translation done!

ping [@Teilnehmer](#) -- two PRs in github: besides [@fitiales](#) work with Spanish I've also taken a shot at ja and zh-cn.



Quote

Teilnehmer likes this



Posted June 21, 2017



Version 1.8.1

Changes:

- Spanish, Japanese, and Chinese translations added.

Thanks, @fitiales and @cakepie !

Edited June 21, 2017 by Teilnehmer



Quote

Jacke likes this



Posted September 1, 2017



Version 1.9

Changes:

- Added per-vessel initial trim settings (pitch, yaw, roll, wheel motor, wheel steer).

The new feature needs localization.

If you want to see the trim values in flight, try the [Trim Indicator mod](#).



Quote

Beetlecat and Jacke like this



Posted September 3, 2017



Version 1.9.1

Changes:

- Japanese and Chinese localization added by @cakepie
- Spanish localization added by @ftiales

Thanks, guys!

 [Quote](#)

Jacke likes this



Posted October 11, 2017



Version 1.9.2

- Updated to KSP 1.3.1

 [Quote](#)



Posted October 18, 2017



hey there getting this when put a rocket on the launchpad

 **Reveal hidden contents**

 [Quote](#)

Teilnehmer likes this



Posted October 19, 2017



Version 1.9.3

- Exception on Editor to Flight scene change fixed.

After a scene change from Editor to Flight, the editor *OnGui* method keeps being invoked for some reason while the *EditorLogic.fetch* object is set to *null*. I've added a null check. It should be OK now.

Edited October 19, 2017 by Teilnehmer



Quote

TheKurgan and dtoxic like this



Posted December 31, 2017



This is going to help me finish my space missile 🤖



Quote



Posted March 17, 2018



Version 1.9.4

- Updated to KSP 1.4.1.
- Fixed null exception when displaying the trim section for the first time.

French, German, Italian, and Portuguese translations are welcome!



Quote

Beetlecat likes this



Posted April 6, 2018



Version 1.9.5

- Updated to KSP 1.4.2.



Quote



Posted April 7, 2018



А как насчёт возможности НЕ переключать что-то на старте?

Конкретно хочу, чтобы шасси не выпускались и не убирались, а остались, как смонтированы.



Quote



Posted April 8, 2018



On 4/7/2018 at 2:00 PM, Sebra said:



А как насчёт возможности НЕ переключать что-то на старте?

Конкретно хочу, чтобы шасси не выпускались и не убирались, а остались, как смонтированы.

If you turn on the Gear button in AutoActions, the actual gear state at launch should be the same as in editor.



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Quote



Posted April 8, 2018



@Teilnehmer, It is not logical.

And tests show strange results:

1. Mindless test construction like your do not change state in both VAB default settings.

2. Dynawing open/close landing gear, based on VAB default settings.

Ship settings was grey in all cases.

 Quote



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