


Chatterer

Mods

311,424 Downloads Last Updated: Mar.20.,2020 Game Version: 1.9.1

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Installation :

- Unzip 'Chatterer_x.x.x.zip' file anywhere you see fit,
- Copy only the 'Chatterer' folder (and its content) you will find under 'Chatterer_x.x.x\GameData'
- Then paste this 'Chatterer' folder in your KSP 'GameData' folder.

Usage :

- Chattering/background noises should start automatically upon flight start,
- you will see the Chatterer button on your application toolbar on the upper right of the screen,
- Click on it to access Chatterer settings (watch for tooltips).

(optional when using Blizzy78's Toolbar Mod)

- if you have Blizzy78's Toolbar Mod installed, you can also find a Chatterer Icon available (must be enabled on first load),
- you can also choose to use Blizzy78's Toolbar only and hide KSP stock applauncher button (check Chatterer settings).

Credits :

Original idea and work : ""Iannic-ann-od""

Thanks a lot to him for his awesome work and to allow me to continue it since version 0.5.9 since the end of December 2013.

I promised him I will do my best to keep Chatterer chattering things high in Kerbal space and beyond.

Audio :

Apollo 11 and STS-1 chatter created from audio found at the <http://archive.org/details/nasaaudiocollection>.

Russian chatter created from audio recorded by <http://www.svengrahn.pp.se/sounds/sounds.htm>.

Sound effects by acclivity, adneonlux, AGFX, AMPUL, Argitho, be-steele, blaukreuz, bubaproducer, carbilicon, ch0cchi, Corsica_S, datwillgitz, DJ Chronos, DodoDuck, DrNi, ERH, FreqMan, HerbertBoland, jungle, klankbeeld, laiskvorst, Leady, mario1298, m-o-m, NUpton, pera, plagasul, REC242, Setuniman, suonho, UdoPohlmann, yewbic, Zozzy

Chatterer logo : modified from : <http://mtrivial.info/infographie/art-libre/>

About Project

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Project ID223841

CreatedAug 29, 2014

UpdatedMar 20, 2020

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Chatterer_0.9.99.zip

Mar 20, 2020




Comments

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GosuKitta

Posted Jul 27, 2020#58

Mod shows up in 1.10 with no icon. When you enter the settings, you can change all the settings but they dont seem to do anything as the chatter or beeps never play. Tried using the instant chatter / beeps buttons as well with 100% volume and still not a peep.

Please update to 1.10!! would love to get more atmosphere. Its so desolate and quiet :-;

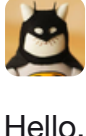
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wout203

Posted Jun 2, 2020#57

can you please make one for 1.6.1


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catmanoff_

Posted Mar 7, 2020#55

Hello, can do you update this mod for KSP version 1.9, please?


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RepublicOfKerbalSpaceCity

Posted Mar 14, 2020#56

In reply to catman_official:
this still works with the latest version.


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wesleydias280

Posted Feb 22, 2019#52

this mod is not working in Kerbal Space Program version 1.6: "To Vee or not To Vee". Do you intend to upgrade this mod to work???

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eromanga_sensei

Posted Oct 23, 2019#53

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Last edited by eromanga_sensei: Oct 23, 2019


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drobbiecf

Posted Jan 26, 2019#50

I'm running Win10. It's been working fine for me since 1.6.1 came out.


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fr33_soul

Posted Jan 17, 2019#49

it doesnt work for ksp 1.6.1

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domikamu

Posted Jan 28, 2019#51

In reply to fr33_soul:
Working **without issue** for me on KSP 1.6.1 (Chatterer v0.9.96 is the **only** mod I've installed - in order to test it deeply). Using Windows 7 Pro x64, Making History DLC 1.6.1 installed, playing Sandbox mode. Having all sounds (included from "Chatterer Extended") and random SSTV (I've configured) , icon colors are ok, chatter muted during game pause, no triggered exception... but you don't indicate what is wrong (just "doesn't work"), also no given platform specs...

Last edited by domikamu: Jan 28, 2019


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fr33_soul

Posted Jan 12, 2019#48

Not working with KSP 1.6

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souchy_160


Posted Mar 28, 2018#47

Silly question im sure, however im having an issue where chatter almost gets stuck with an 'open mic' after going through about a minute of launch. The only way to get it it make noise again is to eva and re enter the space ship, then I get chatter for about a minute before getting stuck again. the icon on the toll bar goes from a grey mic to a green one and then get stuck on green.

Anyone know why this is happening? or had similar problems?

I have deleted / redownloaded / re installed but it seems to have the same issue over and over?


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Jungfaha

Posted Mar 26, 2018#46

Lots of fals positives from KSP recently


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realcometgold

Posted Mar 19, 2018#42

Hi there. When installing the new version Windows Defender is picking up a Critet.BS trojan which seems to be packaged in the chatterer.dll. has anybody else experienced this with the latest version?

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d_arktrooper


Posted Mar 19, 2018#43

In reply to realcometgold:
An so I'm not the only one then.

As a bit of a potentially risky experiment I turned off WD realtime protection, installed the mod and made an exception in WD to allow the Chatterer folder and contents through. Reactivated realtime protection and everything seems to work fine so far.

Hopefully/maybe its just a false positive but will update if anything calamitous happens.

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paulkacir

Posted Mar 21, 2018#44

In reply to realcometgold:
Yes, I get the same virus warning. I used to have it installed but it stopped working on last update.

Last edited by paulkacir: Mar 21, 2018


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realcometgold

Posted Mar 22, 2018#45

In reply to d_arktrooper:
yep, I disabled wd and made an exception for it and so far so good. it's almost too much fun not to have this mod running so I hope the developer finds the time to patch it and put out an update.


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Flexico

Posted Jan 20, 2018#40

I can confirm an older comment that it still does not work in Linux. :(

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john_deads


Posted May 28, 2017#39

Any plans for 1.3 version of Chatterer? To be honest KSP feels very empty to me without this mod. It really is a MUST HAVE.

Never mind. I just re-downloaded the mod and now it works. Keep up the awesome work. Without this mod KSP feels way too damn quiet.

Last edited by john_deads: May 28, 2017


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aAstroSloth

Posted Mar 4, 2017#38

Is it possible to have Chatterer mute automatically when the game is paused?

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_ForgeUser29242978

Posted Dec 10, 2016#37

pls do a "aae_backgrounds_onlyinEVA = True" option and not for all, for every piece of backgroundsound an EVA or IVA option.

Last edited by _ForgeUser29242978: Dec 10, 2016

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