Home > Add-ons > Add-on Releases >
[1.8+] DeltaGlyph! - (2020-06-29) See the hidden secrets of the game objects

[1.8+] DeltaGlyph! - (2020-06-29) See the hidden secrets of the game objects

By sarbian, April 17, 2016 in Add-on Releases

Email Thread Jump to last visit Mark site read

Share Follow

Start new topic Reply to this topic

sarbian
Member
2,226 Posted April 17, 2016 (edited)
About me: Author of Kerbal Construction Time, Kerbal Science Fair, Kerbal Stuff and Kerbal Crafters

Debug! a simple plugin that allows you to display the transform & collision of a part in orthoview and display the part filtering by a condition. It is mainly for understanding how the new large scale work.

The window is opened with ALT F and you select an Object by holding shift and moving the curser over your ship. The dump button will dump the current selection of the window to a log file. You can change the current mouse keycode in PART.cfg and DELETE Each one will target specific parts of the game. Check the tooltip for what kind of parts are in the object parent the display goes.

Latest: 1.1.1

Source: https://github.com/sarbian/TBDebug

Download: DeltaGlyph! 1.1.0.zip

Edited June 29, 2020 by sarbian

Quote

nitZwerk
Member
2,018 Posted April 1, 2016
About me: Pilot, Engineer, Artist

Thank you sir!

1.1 Orbital Utility Vehicle
Six Aerospace Parts Expansion
Ecos: propulsion & EVA jet packs (Linux Bin)
??? Video tutorials: Artistic Lathes, VIN, Internal Props, Engines
Old and pretty but links you can use for your own projects

Asimech
Member
2,762 Posted April 1, 2016
About me: Pilot, Engineer, Lobbyist

Great stuff!

Quote

Mission Control Suite | Stock Technique & Technical Consoles | Click Here for a description

nitZwerk
Member
2,018 Posted April 1, 2016
About me: Scientist, Engineer, Artist

Can't get the windows to come up, tried left and right ALT F... definitely right keys looking from left to right. No messages in debug log when pressing ALT F.

Edited April 1, 2016 by nitZwerk

Quote

1.1 Orbital Utility Vehicle
Six Aerospace Parts Expansion
Ecos: propulsion & EVA jet packs (Linux Bin)
??? Video tutorials: Artistic Lathes, VIN, Internal Props, Engines
Old and pretty but links you can use for your own projects

sarbian
Member
2,226 Posted April 1, 2016 Author
About me: Author of Kerbal Construction Time, Kerbal Science Fair, Kerbal Stuff and Kerbal Crafters

Sorry I missed a comma. Get it again with the OP link

Quote

Kerbals.Alive Kerbals

nitZwerk
Member
2,018 Posted April 1, 2016
About me: Scientist, Engineer, Artist

Works great. Thanks again!

1.1 Orbital Utility Vehicle
Six Aerospace Parts Expansion
Ecos: propulsion & EVA jet packs (Linux Bin)
??? Video tutorials: Artistic Lathes, VIN, Internal Props, Engines
Old and pretty but links you can use for your own projects

StarbucksInterlopter-ion
Member
1,114 Posted April 1, 2016 (edited)
About me: Spacecraft Engineer

Just now KSPRC being this in the modding forum and was wishing it were released. Cool!

Edited April 1, 2016 by StarbucksInterlopter-ion

Quote

KSPRC Project Lead Developer | Standard Propulsion Systems

Deimos Rast
Member
642 Posted April 2, 2016

many thanks!

Quote

Deimos Rast
Member
642 Posted April 2, 2016

Just now I was trying to install the Fuel version with the working KSP and that an error popped up and the KSP-F-Fuel-Fix-1.1.0 conflicts with the Visual Mover mod by Bahr. MOD-F conflicts with Part Commander and PartModules

I know this is probably a very rare case but I just wanted to let you know that if you have KSP-F-Fuel-Fix-1.1.0 installed and you have kept your old game files settings file to set your keybind to the old scheme that's the issue. If only I knew a way to reset the keybinds to default without deleting the settings file I would do it but I know that it is impossible. Maybe this mod is not working as it was intended but I thought that it would be interesting to let you know.

I tried to download a version of the mod (not compiled) and the debug folder with the dll + Release in my game data folder. Maybe there's a fix or a workaround.

And yes I know it is a mod that is not maintained anymore.

Cheers

I know it still lists, still using the ancient and not dated 1.0.5. I wish here's a thought + show this error each with 1.0.5 or 1.1 or 1.1.1 & 1.2 or 1.2.1

Edit: When you use 1.1 in the title, do you mean only 1.1 as in 1.1 (1.0.5) Core Fix + stuff? Or, Anyway, as I mentioned above, KSP-F-MOD-Fixes a number of conflicts, which may or may not concern you. I look forward to trying this in 1.1.1.

Cheers.

Quote

Jocio
Member
1,1 Posted April 2, 2016

Many thanks sarbian

Quote

Redneck
Member
2,027 Posted April 5, 2016

So where is the .Log file located after dump?

Quote

NazcaBones
Member
2,135 Posted April 5, 2016 Author

On 4/5/2016 at 3:32 PM, Redneck said:

So where is the .Log file located after dump?

It just dumps to KSPlog.

Quote

Kerbals.Alive Kerbals

Jocio
Member
1,1 Posted April 5, 2016

Many thanks sarbian

Quote

RamshiCoffeen
Member
2,1 Posted April 5, 2016 (edited)
About me: Construction Rookieest - a creative Art Director with ADHD

fantastic, great work ! delicious

Edited April 5, 2016 by RamshiCoffeen

Quote

sarbian
Member
2,226 Posted April 6, 2016 Author
About me: Author of Kerbal Construction Time, Kerbal Science Fair, Kerbal Stuff and Kerbal Crafters

1.1.0 out. Now you need to Ctrl middle click the button on Nerrilla. I'll do better next time! and display the hierarchy of the mouse click. (Also a GameObject mode but it is not finished)

https://github.com/sarbian/TBDebug/releases/download/1.1.0/DeltaGlyph!_1.1.0.zip

NazcaBones and SuperNova Tech

SuperNova.1
Member
2,762 Posted April 6, 2016
About me: Reversing Tachyon

On 4/6/2016 at 7:10 PM, sarbian said:

1.1.0 out. You can switch to UI mode (see the button on Nerrilla, I'll do better next time) and display the hierarchy of the mouse click. (Also a GameObject mode but it is not finished)

https://github.com/sarbian/TBDebug/releases/download/1.1.0/DeltaGlyph!_1.1.0.zip

You just got 2 likes. Give for the mod, and one for the button button

Quote

Whether: Jacob Bury (at) Mail.com | Skype: Skypefanatic | Steam: Jacob Bury (at) Mail.com
Challenges: Kerbalis | Rise of Kerbal Empire | Cryptonauts Unlimited
I deal with entropy every day. It's degrading.

sarbian
Member
2,226 Posted April 6, 2016 Author
About me: Author of Kerbal Construction Time, Kerbal Science Fair, Kerbal Stuff and Kerbal Crafters

DeltaGlyph! 1.1.0.zip

Adds a sorting object mode (but you can only select object with a collider). Improves the drawing performance and allow switching between collider and mesh display.

Be aware that the object mode has no text in the hierarchy, so it can make thing a "bit" slow if you select an item that will bring the whole scene with it. It will be better, that I will sort all what is not visible too...

Edited April 6, 2016 by sarbian

Quote

pinaceae/mesh, Kitbash, NazcaBones and Cultists Den Ru

2 weeks later...

sarbian
Member
2,226 Posted April 27, 2016 Author
About me: Author of Kerbal Construction Time, Kerbal Science Fair, Kerbal Stuff and Kerbal Crafters

And now 1.2 is here

- Bugs fix to the Object mode.
- Switch to icons mode if panels are displayed in object and UI mode
- Switch to Icon On/Off click in display
- Recode display in UI faster (far more)

Nazcabones and Marcpa Sky Ru

Mubir
Member
1,1 Posted April 28, 2016

Would it be possible to also output the translation and rotation of the parts?

Quote

pinaceae/mesh, Kitbash, NazcaBones and Cultists Den Ru

2 weeks later...

SpaceneMonkeyJones
Member
2,076 Posted June 5, 2016

Brilliant always wanted something that could do this. Cheers

Quote

DR Beam Lists, DR-MFC1 Lists | DR-MFC1 Lists | Lists for Kerbin Heavy Industries (KHI) Lists | DR-Orbital Arbors and Antennas Lists | DR-Orbital Arbors and Antennas Lists | DR-Beam Lists | Lists for Kerbin Heavy Industries (KHI) Lists | DR-Beam Lists | Lists for Kerbin Heavy Industries (KHI) Lists | Kerbin Heavy Industries (KHI) Lists | DR-Beam Lists | Lists for