[0.22] CPWS for Jets/Planes v1.2 Hear yourself land! or crash!

by Cryphonus, Jan 28, 2013 in Add-on Releases

Cryphonus Spacecraft Engineer

Posted Jan 28, 2013 (edited) #1

Members 1 1 Kerbal

Updated video.

Sorry Mooney video starting from 1.45 (Kraft display is not my MOD!!!)

Just like commercial airliners your spaceplanes will have CPWS installed in your landing gear!! Yes you heard right, right into your landing gear!

This mod basically adds CPWS and uses the default landing gear. This will add a couple of warning sounds if you are losing altitude rapidly and have a chance to crash into the terrain. The warning sound is probably something you are familiar with! "WHOOP WHOOP PULL UP!" Mod will also announce altitudes during a landing starting from 1000 to 10 meters.

Installation:

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Simply extract the ModuleManager.dll and CPWS folder to your KSP_Win/GameData folder.

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Thanks to Adriano for the help. Checkout his plugin in here:

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https://forum.kerbalspaceprogram.com/index.php?/topic/62019-2-2-1-1-Atlantis-Electronics-LCD-Launch-Countdown-%28Audio-Onscreen%29/

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Thanks to Adriano for the sound files!

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No additional parts needed thanks to the excellent "ModuleManager" plugin (included) from taldabaoth.

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I credits and updates here: http://forum.kerbalspaceprogram.com/...modding-needs !

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How to use:

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Just try to crash. You will hear the sound of the system warning you to pull up. You don't have to listen the advice!

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Change Log

Change Log

v1.0

v1.0

Initial Release

Initial Release

v1.1

v1.1

"Changed "WHOOP WHOOP PULL UP" sound

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Added altitude announcements for 1000 500 and 100 - As these are for landings and approaches you should be descending to hear these announcements.

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Added "TOO LOW TERRAIN" (if you go too fast on the runway this warning will be announced) will fix this soon!

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v1.2

v1.2

Added 50 40 30 20 10 altitude announcements (for gentle of the runway approach, don't try to land the a rock falling from the sky)

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Fixed weird doppler effects

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Enjoy!

Enjoy!

Upcoming Features:

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ALL CPWS sounds.

ALL CPWS sounds.

Download Link:

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http://mediafire.com/?ymjgpcs8ln7ygxa

http://mediafire.com/?ymjgpcs8ln7ygxa

OR

OR

https://www.dropbox.com/s/4qqnmdh7fuwc2g/CPWS-1.2.zip

https://www.dropbox.com/s/4qqnmdh7fuwc2g/CPWS-1.2.zip

Source:

Source:

https://www.dropbox.com/s/ic5rbm9ovqhxxm/Class1.cs

https://www.dropbox.com/s/ic5rbm9ovqhxxm/Class1.cs

http://creativecommons.org/licenses/by-nc-sa/3.0/

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Cryphonus

Cryphonus

Edited December 23, 2013 by Cryphonus

Edited December 23, 2013 by Cryphonus

0.22 Log added

0.22 Log added

Quote Quote

Tommaxgo liks this

BlueSubstance Advanced Blue Kerbal

Posted Jan 28, 2013 #2

Members 1 1 Kerbal

Looks awesome! Does it change the Stock Wheels to modified Wheels, or are there other wheels in the addon?

Looks awesome! Does it change the Stock Wheels to modified Wheels, or are there other wheels in the addon?

Members 150 2,014 posts

Quote Quote

KhamCorp Channel Commander

Posted Jan 28, 2013 #3

Members 1 1 Kerbal

Is it possible to add the module manually and it still work?

Is it possible to add the module manually and it still work?

Members 150 2,014 posts

Quote Quote

[sIGPU] [sIGPU]

[sIGPU] [sIGPU]

Cryphonus Spacecraft Engineer

Posted Jan 28, 2013 (edited) Author #4

Members 1 1 Kerbal

> **BlueSubstance** said:
>
> Looks awesome! Does it change the Stock Wheels to modified Wheels, or are there other wheels in the addon?
>
> It does the change automatically when you copy the folders in the zip file. (thats all you have to do!
>
> Edited July 28, 2013 by Cryphonus
>
> Clarification

Edited July 28, 2013 by Cryphonus

Clarification

Quote Quote

KhamCorp Channel Commander

Posted Jan 28, 2013 Author #5

Members 150 2,014 posts

> **KhamCorp** said:
>
> Is it possible to add the module manually and it still work?
>
> What do you mean?

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Quote Quote

[sIGPU] [sIGPU]

[sIGPU] [sIGPU]

sidfu Experienced Kerbal

Posted Jan 28, 2013 #6

Members 12 1,041 posts

Ahh I would rather have MOAR landing gear instead of this, with modular wheels broken we have little to nothing for landing gears that work now

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I am not a good with part modelling, I need someone to tutor me probably, never modelled a part before. I agree with you about the lack of landing gears maybe devs will add another one with 0.22 etc know.

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Quote Quote

https://www.dropbox.com/s/ic5rbm9ovqhxxm/Class1.cs

Cryphonus Spacecraft Engineer

Posted Jan 28, 2013 Author #7

Members 1 1 Kerbal

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Quote Quote

KhamCorp Channel Commander

Posted Jan 28, 2013 Author #8

Members 150 2,014 posts

> **Cryphonus** said:
>
> I assume your plugin makes use of a part module, hence the need for ModuleManager?
>
> I am asking if said module can be added to the landing gear manually and still work, I don't use ModuleManager.

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Quote Quote

[sIGPU] [sIGPU]

[sIGPU] [sIGPU]

Cryphonus Spacecraft Engineer

Posted Jan 28, 2013 Author #9

Members 1 1 Kerbal

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Quote Quote

rayzeg Experienced Engineer

Posted August 9, 2013 #10

Members 1 1 Kerbal

wow this mod is awesome:)

I think the coolest and most important part of CPWS is altitude voice

hope the next version will have it!

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Members 1 297 posts

Quote Quote

2 weeks later...

Blinkin Experienced Engineer

Posted August 22, 2013 #11

Members 1 1 Kerbal

Members 1 698 posts

And great to see a still jingle like this being remade

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I've been trying to get the old one from over a year ago to work which I did, until 0.20 came out and it broke again. :(

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This great, been to see the upcoming features!

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Quote Quote

Ivan3ishFemme Pilot Trainee

Posted August 23, 2013 #12

Members 1 1 Kerbal

Members 1 27 posts

Any way you can switch to WAV tags is awful quality, and in my game it sounds like complete garbage. It modulates like hell, and is really quiet. I have a full suite of KSP/DLC sounds from Boeing if you need/want them for use. That way you don't have to scour crap for address on Simulation to find them.

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A badly recorded .ogg does not mean that .ogg is a bad format through and through.

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Quote Quote

Share

Grizzle Junior Rocket Scientist

Posted August 23, 2013 #13

Members 1 1 Kerbal

Members 1 1,126 posts

> **Ivan3ishFemme** said:
>
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Quote Quote

Spacer0331 Experienced Engineer

Posted August 23, 2013 #14

Members 1 1 Kerbal

Members 1 10 posts

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Quote Quote

Ivan3ishFemme Pilot Trainee

Posted August 23, 2013 #15

Members 1 1 Kerbal

Members 1 27 posts

> **Spacer0331** said:
>
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Quote Quote

Share

Cryphonus Spacecraft Engineer

Posted August 24, 2013 Author #16

Members 1 1 Kerbal

Members 1 186 posts

> **Ivan3ishFemme** said:
>
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Quote Quote

Dilin Rockets to Outer Orbit

Posted August 24, 2013 #17

Members 0 1 Kerbal

Members 1 156 posts

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Woohoo! More sounds!

Quote Quote

> **Grease Monkeys** said:
>
> Sonic boom, baby! Let's do this thing.

Sonic boom, baby! Let's do this thing.

Cryphonus Spacecraft Engineer

Posted August 24, 2013 Author #18

Members 1 1 Kerbal

Members 1 186 posts

Updated to v1.1. Enjoy! I will be adding more when I have the chance.

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Quote Quote

Dilin Rockets to Outer Orbit

Posted August 24, 2013 #19

Members 0 1 Kerbal

Members 1 156 posts

> **Cryphonus** said:
>
> Updated to v1.1. Enjoy! I will be adding more when I have the chance.
>
> If you don't mind I can do a video with a Boeing 9xx craft later on. If I get myself to do it I'll link you. :) I plan on making the flight computer hate me.

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That would be awesome, be sure to link me if you do.

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Quote Quote

Cryphonus Spacecraft Engineer

Posted August 24, 2013 Author #20

Members 1 1 Kerbal

Members 1 186 posts

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Quote Quote

Ivan3ishFemme Pilot Trainee

Posted August 25, 2013 #21

Members 1 1 Kerbal

Members 1 27 posts

Any idea why the sound sounds distorted? It's frequency/pitch seems to change with your descent rate. What gives?

Any idea why the sound sounds distorted? It's frequency/pitch seems to change with your descent rate. What gives?

Quote Quote

Share

kenno314 Rocket Scientist

Posted August 26, 2013 #22

Members 1 1 Kerbal

Members 1 20 posts

For anyone interested in more Kerbal sounding sounds, I've pitch-shifted them higher and reversed them (like chatterer) here: http://www.dropbox.com/sh/qxlxd7ftwa3ywmb/zip

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Quote Quote

Cryphonus Spacecraft Engineer

Posted August 26, 2013 Author #23

Members 1 1 Kerbal

Members 1 186 posts

Updated to v1.2. Fixed weird doppler effect and added more sounds. Altitude now adjusted to the radar altitude not sea level altitude. Thanks to Ivan3ishfemme for bringing me the solution for the sounds!.

Updated to v1.2. Fixed weird doppler effect and added more sounds. Altitude now adjusted to the radar altitude not sea level altitude. Thanks to Ivan3ishfemme for bringing me the solution for the sounds!.

Quote Quote

Do Kerbal's a pile etc. Please consider starting a new thread rather than reviving this one.

Reply to this topic...

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