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enamelizer

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Get Mods!

[0.22] Haystack is back! (v0.0.2.2) By enamelizer, October 31, 2013 in Add-on Releases

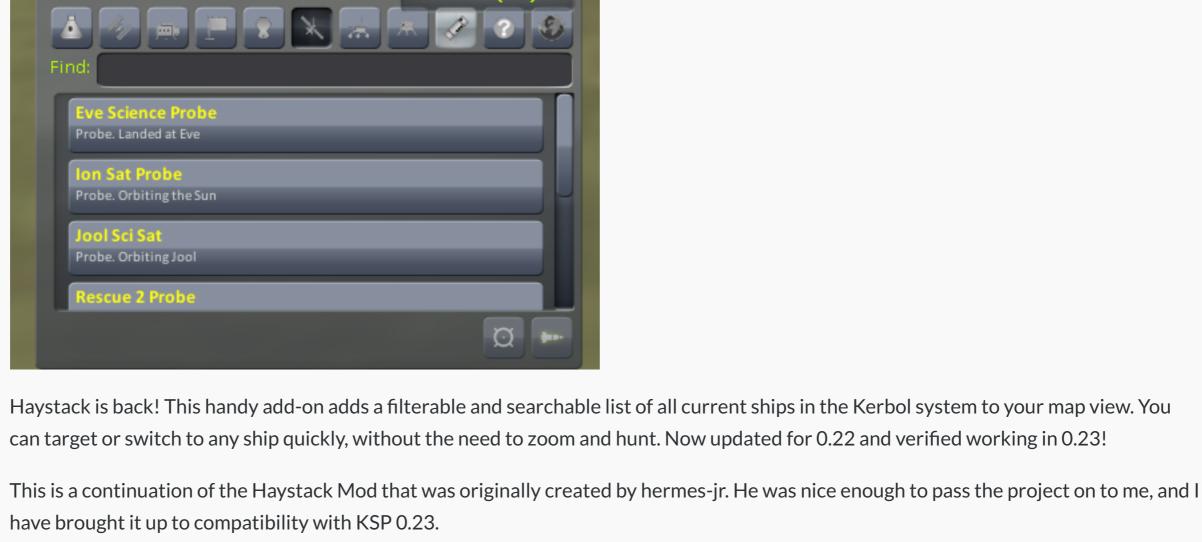
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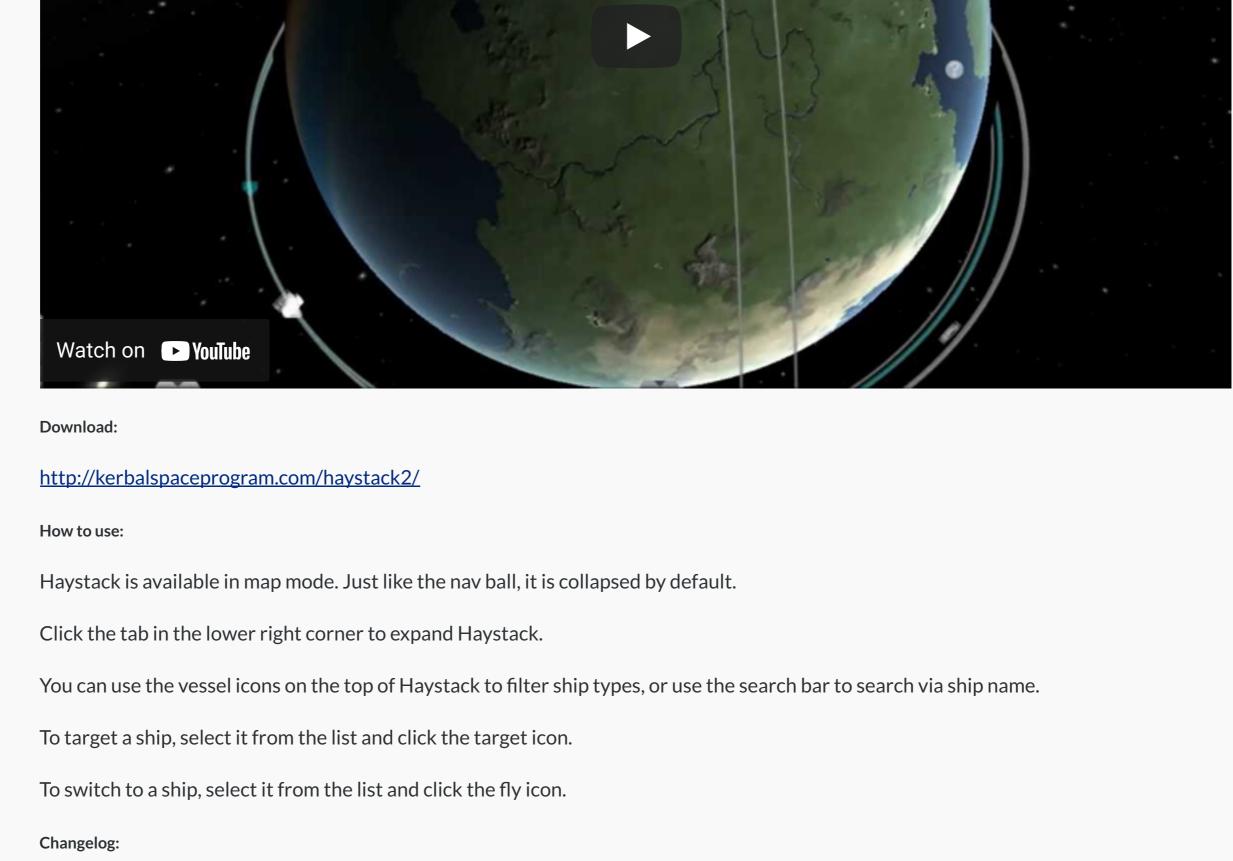
Posted October 31, 2013 (edited) Haystack v0.2.2.1 About me: Bottle Rocketeer

KSP Wiki



Kerbal Space Program - Haystack Plugin Watch later Comero FREE

Check out the overview by the beloved Scott Manley!



- When in map view, when body or the active vessel is selected, the map focuses on it. This works like Tab, in that it does not seem to cycle

anarkhon likes this

 $\times \neg$

 $\times \neg$

Author

 $X \sim$

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Author

Author

 $X \sim$

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Author

thru packed vessels

- Rebuild for KSP 0.22

- Fix image loading issue

Original Mod by hermes-jr

KSP 0.22 compatibility by enamelizer

Edited December 17, 2013 by enamelizer

Authors:

Source:

Changes for 0.2.2.1:

- Allow the UI in flight for quick switching

- Added celestial bodies as a target type - Added tool tips for the vessel types, along with a count of that type

Changes for 0.0.2.2:

https://github.com/enamelizer/KSP-Haystack-Plugin

Licence: Released under The MIT License (MIT)

Posted October 31, 2013 Yay, it's back!

Awesome gif by TheFighterC4:

Posted November 13, 2013

Posted November 13, 2013

the pack?

2 weeks later...

It's all fun and games until the flying monkeys attack.

Cheesy, you should probably read his post. (Tip: License.)

Were it me I'd be liable to make asking for granted permissions revoke the permissions in question.

Now, I'd just need a reason to switch back to this after targetron filled that void.

Now, I'd just need a reason to switch back to this after targetron filled that void.

I have several new features incoming that might help, I have been adding a bit more functionality to it.

Logs: Onward to Jool! - Jool 5 challenge mission log. Airship Adventures. Tutorials: Mechjeb for Airships.

"However, this problem got me thinking ... which is dangerous." -- AeroEngy

Crewed Lunar landing in 1957 in RSS/RO/RP1!

Members 0 931 **About me:** Rocketry Enthusiast MaHuJa

Members

31 78

About me: Rocketry

Enthusiast

enamelizer

Members

3 5 5

About me: Bottle Rocketeer

The Destroyer

Members

⊕ 760 **●** 3.4k

About me: Flight Director

CheesySquid279

"We're in the business of killing kerbals with our mistakes, right?" -- me Posted November 13, 2013

MaHuJa said:

supporting it for future versions of KSP.

I'm not a brony, my ponys are for real.

THE DOVES HIM LEADS

ACCOMPLISHED

Posted November 15, 2013

thru packed vessels

2 weeks later...

2 weeks later...

Posted November 26, 2013

enamelizer said:

Changes for 0.2.2.1:

- Added celestial bodies as a target type

MechJeb can't plot a Duna or Ike to Mun course.

can't plot a Duna or Ike to Mun course.

updates of the contained mods, but that's just my 2ct...

Posted November 14, 2013

CheesySquid279 said:

into the pack? You sure can, under the MIT licenses you are free to do so. Please wait a day or two (or maybe even tonight) and I will have a new version with several new features I was working on. I just want to give it one solid round of testing tonight before making a formal release. There is also a bug in the current version that keeps Haystack active in the space center. I fixed it, but wanted to add a few more things before doing a release.

Hi! I am making a modpack of mods that improve the stock KSP experience! I was wondering if it would be possible to add your mod

I was actually not aware of Targetron until just a few days ago, so I really can't say how it compares. I would have probably used it myself,

instead of hacking on Haystack had I known about it earlier. But it has been fun playing with Haystack regardless, and I intend on

I'm not a friend of modpacks, as it is a real pain to maintain them properly. You always have to be on the lookout, to keep up with the

Hi! I am making a modpack of mods that improve the stock KSP experience! I was wondering if it would be possible to add your mod into

Arno Nyhm Members

0 98

About me: Bottle Rocketeer

DerekL1963

Members

◆ 1,842 **●** 2.9k

About me: Rocket Scientist

enamelizer

Galane

Members

● 119 **●** 1.5k

About me: Senior Rocket

Scientist

Mykill Metal

Members

3 9 200

Members

Q5 **P**5

About me: Bottle Rocketeer

XanderTek

Members

22 229

About me: Spacecraft

Engineer

enamelizer

Members

3 5 5

About me: Bottle Rocketeer

Virtualgenius

Members

⊕ 500 **●** 2.5k

About me: Capsule

Communicator

Absolute Human

Members

10 83

About me: Just a Real Human

Posted November 14, 2013 Nice - this is a very useful mod, good to see it back!

Oh good! I have a ship stuck at Duna because the #%@# game insists on only allowing me to target Mun from Duna orbit, and MechJeb

That's because you are supposed to make interplanetary voyages from one planet to another, then transfer to that planets moon. The

Haystack screen is moved, the location is saved. I will fix this in an upcoming update, but first I need to get my science on! 🚳

enamelizer, have you considered moving over to the <u>Toolbar Plugin</u> instead of having the custom tab? I find it to be a great way of keeping

<u>Landertron - Smart Retrorockets for Landers and Space Planes</u>

Changes for 0.2.2.1: - Allow the UI in flight for quick switching - Added celestial bodies as a target type Members - Added tool tips for the vessel types, along with a count of that type **Q**5 **9**5 About me: Bottle Rocketeer - When in map view, when body or the active vessel is selected, the map focuses on it. This works like Tab, in that it does not seem to cycle

> Posted December 8, 2013 Galane said: Oh good! I have a ship stuck at Duna because the #%@# game insists on only allowing me to target Mun from Duna orbit, and

calculations would be insanely difficult if you were to try to go from Ike to Minmus, for instance. About me: Spacecraft Engineer 2 weeks later... enamelizer Posted December 17, 2013 Confirmed working in 0.23. There is a small issue where the default location for the "tab" is all the way at the lower left the first time you run. However once the

Posted December 17, 2013

all my gui mods organized.

Posted December 17, 2013

If its not Broke dont FIX IT

Posted December 21, 2013

XanderTek said:

Posted December 21, 2013 (edited)

Edited January 12, 2014 by Absolute Human

Is it easy to fix soon?

Posted December 22, 2013

Posted December 28, 2013

If its not Broke dont FIX IT

Posted January 11, 2014

If its not Broke dont FIX IT

I guess this mod is dead again

2 weeks later...

Nice plugin.

option.

Thanks for bringing it to my attention, I don't quite follow these forums as closely as I should. Posted December 17, 2013

Toolbar Plugin compatability may be an idea, actually, but, please, don't remove the old style GUI comletely, it is worth having as one more

That looks like a very useful improvement, I will definitely take a look at integrating Haystack into it.

This was the most used mod I had and its been sorely missed I am overjoyed its back Thankyou so much

moving over to the Toolbar Plugin instead of having the custom tab?

My attempt to tweak some odd stock attachment nodes and furthermore

My attempt to tweak some odd stock attachment nodes and furthermore

Absolute Human Members **1**0 **8**3 About me: Just a Real Human

kalizec

Members

0 988

About me: Rocketry

Enthusiast

Virtualgenius

Members

◆500 **●** 2.5k

About me: Capsule

Communicator

Virtualgenius

Members

Would it be possible to add different sorting options? For example I really miss alphabetical and "sort by closest distance".

I have a haystack problem its progressively growing across my screen and is in a locked state where i cant do anything with it

Small report/request: the toolbar icon doesn't hide when pressing f2 and thus appears on all screenshots.

◆500 **●** 2.5k About me: Capsule Communicator Minor Mayhem Members

00 **9**5

About me: Bottle Rocketeer

Go to topic listing

6 months later... Posted July 21, 2014

Specialist290 Posted July 21, 2014 (edited) I think it's safe to say that this particular mod is probably long dead at this point. I'll be locking the thread, at least until / unless the OP shows up to request it be reopened. EDIT: That said, it's apparently under the MIT license, so there shouldn't be any problems if anyone wants to take the source code and publish their own fork of it updated for 0.24. Edited July 21, 2014 by Specialist 290

A little post to ask if anyone has picked this up yet again with a view to updating, and if not, to register my disappointment that it has died.

Home > Add-ons > Add-on Releases > [0.22] Haystack is back! (v0.0.2.2)

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▲ This topic is now closed to further replies.