

KSP SECONDARY MOTION

SECONDARY PHYSICS TO ANTENNAS

KSP SECONDARY MOTION

CKAN

KSP Secondary Motion adds secondary physics motion to some stock antennas and solar panels, it also added some brand new parts to the game.

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License: MIT



Game Version: 1.12.2



Source code: Icecovery/KSPSecondaryMotion



Downloads: 7,219



Author: IcecoveryStudio



Mod Website: Forum\_Thread



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Information

Changelog

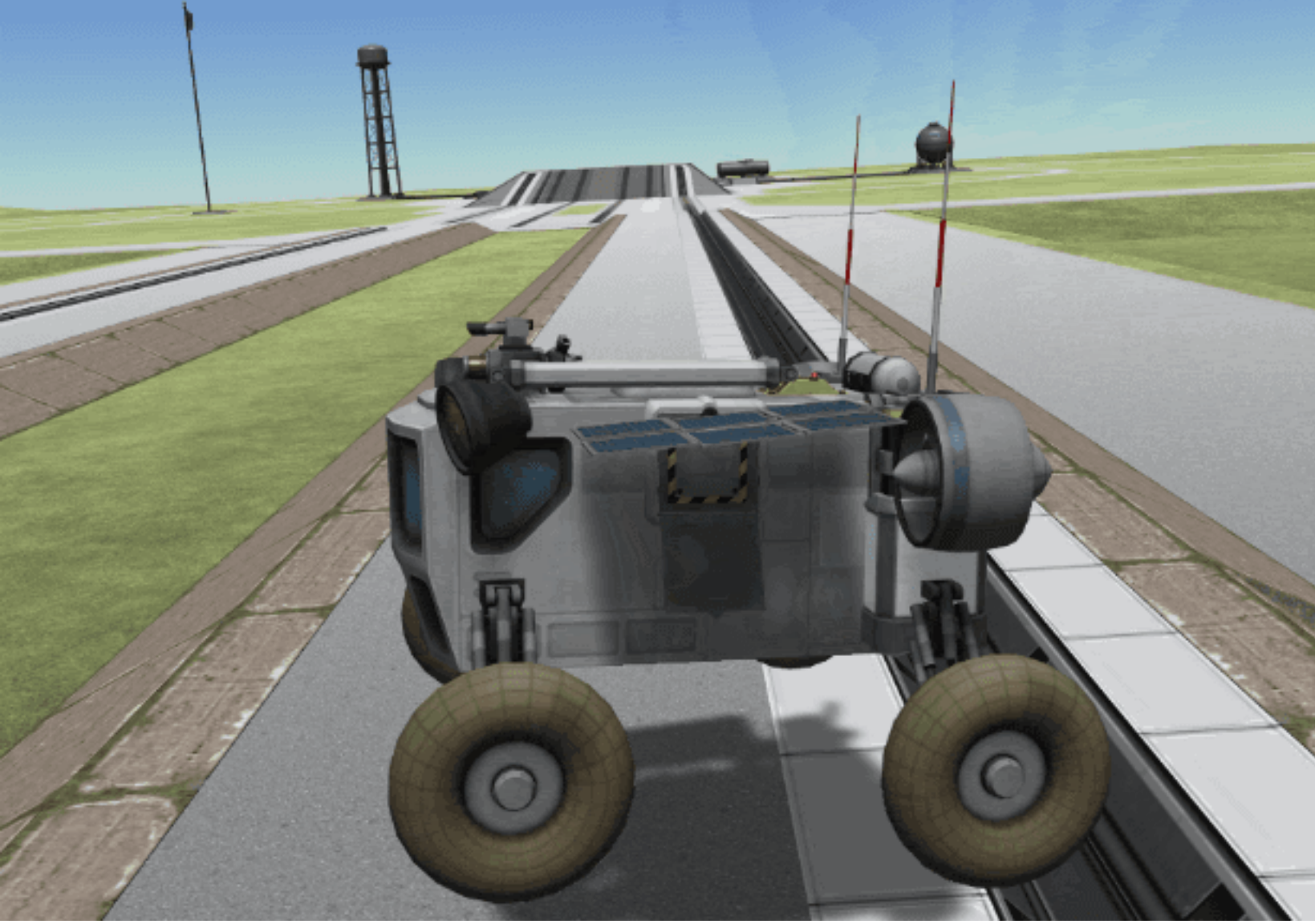
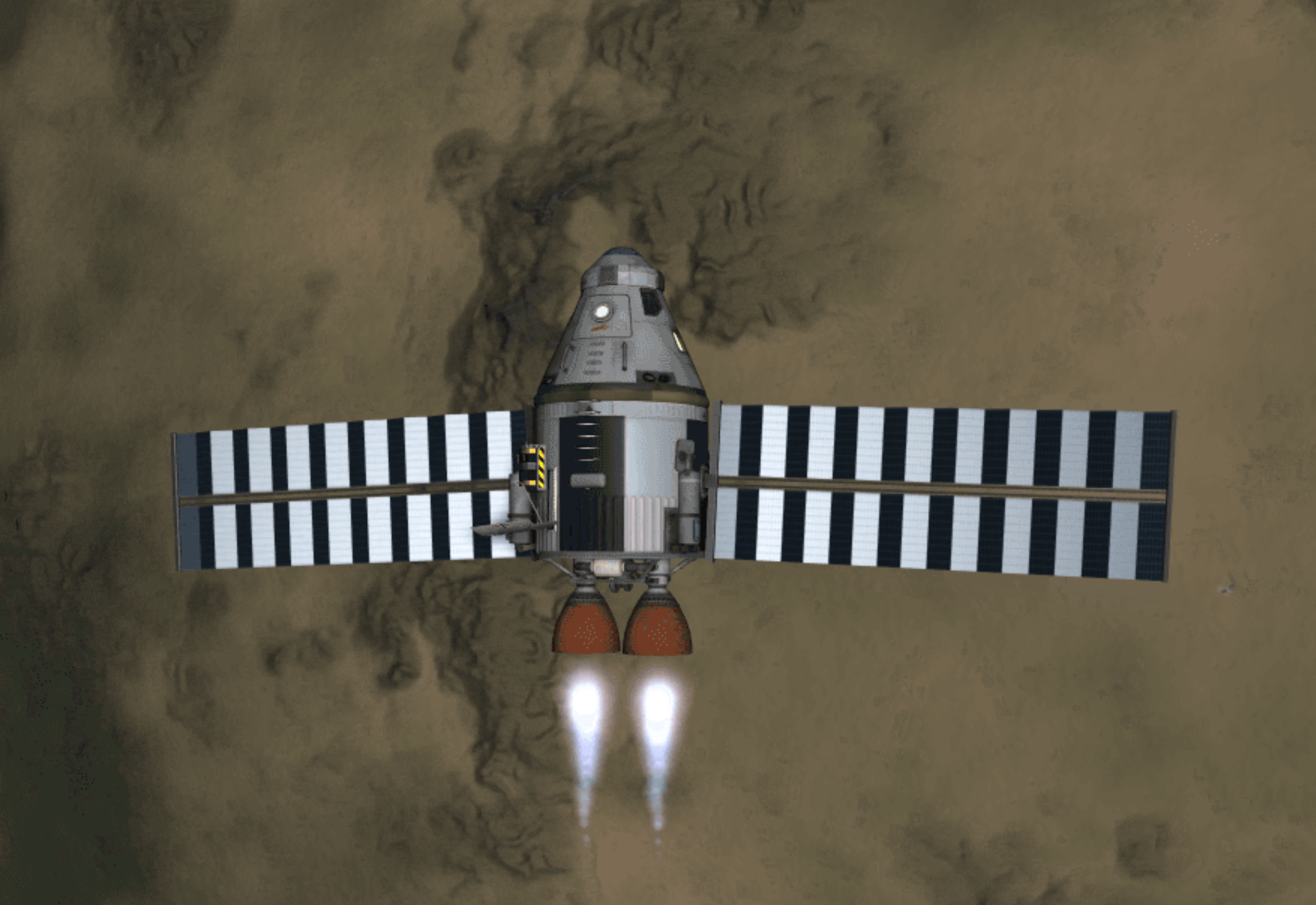
Stats

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This mod is still working in progress, the APIs are subject to change.

CHECK OUT FORUM LINK FOR MORE INFORMATION



- Features:
- Wobbling antennas and solar panels

Real-world used ground antennas

CREW Duke Anti-IED system (BDArmory support, works as a jammer)

TweakScale support

A plunger

Wacky Waving Inflatable Arm Flailing Tubemen

Pickle Rick!

How to Use:

Generally, there is no need for the user to adjust settings, but if you don't like the wiggleness of a certain part, you can adjust the Damper Ratio and the Spring Ratio in the right-click menu of that part. The current version of the mod also has a Failsafe Activate Range slide bar in the right-click menu, if you find that the part behaves abnormally during the flight (such as flashing), you can increase the value to reduce or eliminate the effect. I am currently trying to fix this behavior, it is related to KSP's Floating Origin and Krakensbane, this option will not in the v1.0 release if the problem is addressed. Help and suggestions for fixing this problem are welcome.

Required Mod:

Module Manager (Not included)

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