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[1.7.x] Kerbal Alarm Clock v3.11.0.0 (Sep 1)

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By TriggerAu, April 19, 2013 in [Add-on Releases](#)

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Developer

**KSP Team****+ 3,525**

2,025 posts

Posted April 19, 2013

[Report post](#)

Kerbal Alarm Clock - v3.11.0.0

Built this plugin to prevent those moments where Jeb looks at you in the little window and thinks "There goes that maneuver node, Looks like you didn't press ', enough Boss"

The Kerbal Alarm Clock is a plugin that

allows you to create reminder alarms at future periods to help you manage your flights and not warp past important times.



With the Kerbal Alarm Clock you can create alarms for the following situations:

Raw Time Alarm	Created for either a specific date/time or a specific period in the future
Maneuver Node	Create an alarm based on the next maneuver node on the current ships flight path. This node will be stored and can be restored when you come back to the ship
Apoapsis / Periapsis	create an alarm for nearest and furthest part of the orbit from the planet
Ascending Node / Descending Node	Ascending/Descending Node for the targeted object, or equatorial Ascending/Descending Node
	Create an alarm based on the closest

Closest Approach	Approach of this Vessel to the targetted Vessel. Select how many orbits into the future to look for the closest approach
Target Distance	Create an alarm based on distance to a target vessel or altitude from the orbited (or next patch) planet
Launch Rendezvous	Alarm that can be set to fire as your landed craft passes under the orbit of your target
Sphere of Influence	Create an alarm manually based on when the next <u>SOI</u> point is on the flight path, or set the alarm clock to continually monitor the active flight path and add alarms as it detects <u>SOI</u> changes
Planetary Transfer	Create an alarm based on Interplanetary Transfer Phase Angles ie. When should I launch to planet X Based on Kosmo Not's post and used in Olex's Calculator
Earth Time	Create an alarm based on the time in the "Earth" alternative Universe (aka the Real

	World)
Contracts	Create an alarm based on the Expiry or deadline of contracts in career modes

For all alarms you can give them :

- A short name to show in the list;
- Some more detailed message information;
- An action to take when the alarm is reached - message only, cancel time warp or pause the game;
- Play distinct sounds for each type of alarm;
- For Event alarms, eg Maneuever's, SOI events, etc. you can also set a margin - ie. How long before the event should the alarm fire; Set the alarms to kill the warp rate in the game so you don't go flying past them, or to pause the game so

you can be AFK;

Other useful features/notes are:

- Some Alarms can be repeated;
- Edit the details of the alarm up until the point when it fires;
- Jump back to the ship that the alarm is related to when it fires;
- In map view you can "Warp To" nodes on the flight path;
- Save and Restore Maneuver Node Lists and Targets associated with Alarms;
- No need to add a part to any vessel;
- Time will slow and Halt in Space Center and Tracking Station Screens;
- Add subset of alarms in Space Center and Tracking Station Screens;
- Ability to jump to ship from Space Center and Tracking Station Screens;
- Ability to Archive Saves on Ship Jumping;

Notes on Jumping to Ships - In all modes

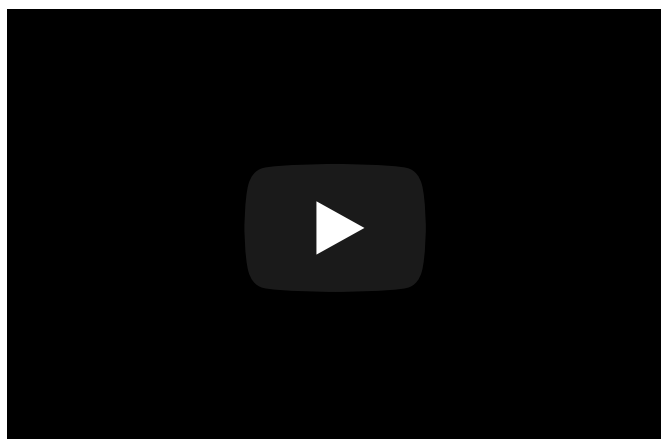
From v2.6.2.0 I have added a feature that will by default make a copy of the current games persistent and quicksave file before switching vessels using the KAC - it does not do this when you switch via the standard KSP controls, only the KAC "Jump to Ship" buttons. This function will keep up to 50 old

files and is configured in the settings. The files are stored alongside the current saves and called KACBACKUPyyyyMMddHHmmss-persistent.sfs.

Jumping to Ships - from Space center and Tracking Station

In Space Center and Tracking Station modes the "Jump to Ship" buttons function by making a new temporary save (Called KACJumpToShip.sfs) at the current time and then setting the active vessel when loading it. This is using inbuilt KSP assembly functions to do this (not written by myself), but if you are at all unsure or concerned about this save/load functionality then you can disable the jump functionality for the SP and TS on the global settings tab.

Video Information and Tutorial by Geneborg Thanks 🙏



Links and further Information

[Download from GitHub](#) or [Download from Curse](#) or [Download from SpaceDock](#)

[Documentation/Manual](#)

[Source Code on GitHub](#)

[Version History](#)

Network Connectivity Details

This Mod contains a version checker which can be managed and triggered from the About tab of the settings. It is configured to check once a day by default, and this check also can be disabled. The technical details of it are as follows:

- It will once a day download this page <http://triggerau.github.io/KerbalAlarmClock/versioncheck.txt> to read the current up to date version number.
- It issues an HTTP GET - and sends no data
- It parses the response for the version tag and then notifies you if there is a more recent version is available



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Quote

You, Kuansenhama, Albert VDS
and 101 others like this



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[Kerbal Alarm](#) Gaming)
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RPharazon

128.70



Members



44 posts

Posted April 21, 2013

Report post



Does 1.3.5.x have the GUI generation changes that we went over a week ago, or should I stick to 1.3.3.1?



Quote

daniu likes this



Ceterum autem censeo Carthaginem
esse delendam.

TriggerAu

Developer



KSP Team



2,025 posts

Posted April 21, 2013

Report post



RPharazon said:

Does 1.3.5.x have the GUI generation changes that we went over a week ago, or should I stick to 1.3.3.1?

Stick with the test version you have, will change the resource loading in the next release. Already had 1.3.5.x

substantially done previously.



Quote



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missing those [Science Points](#)

RPharazon

128.70



Members

8

44 posts

Posted April 21, 2013

Report post

Great, thanks.

Any way to set planetary transfer
alarms without having to assign them
to a particular ship? Right now I've just
got a little useless rover at the launch
site that I've assigned future transfer
dates to.



Quote



Ceterum autem censeo Carthaginem
esse delendam.

TriggerAu

Developer



Posted April 22, 2013

Report post

RPharazon said:

Great, thanks.

Any way to set planetary transfer



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2,025 posts

alarms without having to assign them to a particular ship? Right now I've just got a little useless rover at the launch site that I've assigned future transfer dates to.

Is in the works, for now thats the best answer, or just change the message text and ignore the description.



Quote



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missing those

[Science Points](#)

Dweller_Benthos

Sr. Spacecraft Engineer



Members

+ 14

305 posts

Posted April 22, 2013

Report post 

Nice to see this back after the forum implosion. Trigger, I sent you a PM.



Quote



D_B



"If you're looking for an example of a waste of time, I would refer you to the conversation we're having right now."

Amaroq

Posted April 22, 2013

Report post 

Sr. Spacecraft Engineer



Members

+ 27

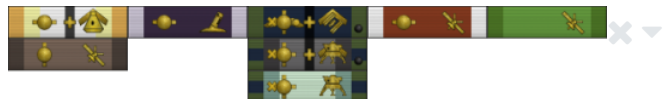
262 posts

I said this last thread, I'll say it again here -- this is absolutely a "must have" mod, I've got between 30 to 40 "flights" going concurrently now, and K.A.C. has become "Mission Control" for me.

Trigger Au, I'm sure we both lost our PM conversation, but feel free to strike back up if you like.



Quote



TriggerAu

Developer



KSP Team

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2,025 posts

Posted April 22, 2013

Report post



Amaroq said:

Trigger Au, I'm sure we both lost our PM conversation, but feel free to strike back up if you like.

Thanks Amaroq, yep lost my PM's too, but I have managed to keep the contacts I had created. Am working on new add alarm types/layouts currently and will get some people to eyeball ideas when its closer to usable.



Quote



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[Clock](#) (Stop [Understanding](#)
missing those Science Points*

Amaroq

Sr. Spacecraft Engineer



Members

+ 27

262 posts

Posted April 23, 2013

Report post



Sign me up! & good to see you back.

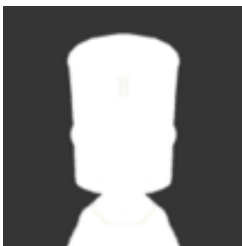


Quote



RangerDanger75

Spacecraft Engineer



Members

+ 2

221 posts

Posted April 23, 2013

Report post



Is there anyway to import a large amount of UT dates?

i.e. Launch dates for interplanetary transfers

<http://www.eiden.fi/ksp/phaseangle-Kerbin-Dres.txt>



Quote



TriggerAu

Developer



Posted April 23, 2013

Report post



RangerDanger75 said:

Is there anyway to import a large amount of UT dates?



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i.e. Launch dates for
interplanetary transfers

[http://www.eiden.fi/ksp/phasean-
gle-Kerbin-Dres.txt](http://www.eiden.fi/ksp/phasean-
gle-Kerbin-Dres.txt)

Short answer is currently no, although thinking outside the box you could edit the alarms file and create raw alarms manually before starting the game to get them in there.

That said I have been working with Voneiden to incorporate his data (from your link) into the KAC so when you set a Transfer Alarm you can choose to use his modelled data, or the circular formula's used in Olex's web page (although I have none of my PMs that had a lot of this in them 🤖). The code is all in there just needed to refine and encode the data lists.

I also have visions of a list of upcoming transfer events - all transfers ordered by time, but we'll see how that goes



Quote



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[Kerbal Alarm](#)

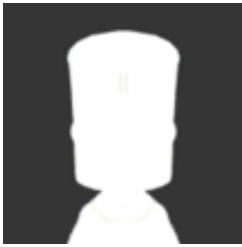
Gaming)

[Clock](#) (Stop
missing those

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RangerDanger75

Spacecraft Engineer



Members

+ 2

221 posts

Posted April 24, 2013

Report post

I ended up hacking together some code to pull the data and create raw alarms in the alarm .txt

All of that sounds very promising too, can't wait to see what comes out of this.

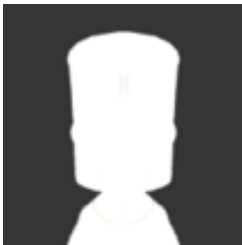


Quote



mickeystix

Bottle Rocketeer



Members

0

10 posts

Posted April 24, 2013

Report post

(edited)

Always have loved this. I do have a question though, despite the MIT licensing clause on the Source Code site (CodePlex). Would you mind if I possibly implemented this into a project I'm working on or contacted you for some advice? My current project deals heavily on timers, and while ideally it will be based on real-time and not count time that is warped, if all else fails I may turn to using KAC if the okay is given, or at least splicing out some of your code. I'd hate to use it and you'd be angry for me 'stealing' your hard work 🙄

Regardless, you can contact me via PM or here.

If you're interested in what I'm working on, you can get the gist of it [here](#).

P.S. In the readme and on the documentation sites the forum link is broken since the Great Forum Crash of '13. I'm sure you already know, just figured I'd help out in case you didn't.

Edited April 24, 2013 by mickeystix
adding a loving note



Quote



TriggerAu

Developer



KSP Team

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2,025 posts

Posted April 24, 2013
(edited)

Report post



mickeystix said:

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Happy for you to use bits and pieces of the code in something your building, I reckon that's part of building addons for this game, and the source has to be available for it to be on spaceport so people can learn from each other. To be honest I chose the MIT license as it was the simplest to understand 🧐 - although I probably should go back and review that when I get a chance. Also happy to help out in whatever way I can, will PM you shortly.

Missed the readme one 🧐 will get that in the next release

EDIT: Have changed the licensing to the MS-PL one while I find out how to use assign a CC license on Codeplex - not on the list of choices.

Edited April 24, 2013 by TriggerAu
additional info on license



Quote



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CoriW

Sr. Spacecraft Engineer



Members

+ 233

697 posts

Posted April 28, 2013
(edited)

Report post ✕ ▾

I've been having a problem with this plugin, I'm using version 0.19.1 of Kerbal Space Program and whenever I try to use this plugin Kerbal Space Program stops responding during loading when it reaches the KerbalAlarmClock part. Not sure what's causing it, but it seems I've been having this problem with any plugins that use a part without actually having a part you put onto the spacecraft, I've tried reinstalling the plugin and also have reinstalled KSP about 3 times now but still it doesn't want to load.

Edited April 28, 2013 by CoriW



Quote



[JNSQ Probes Before Crew](#) ✕ ▾
[Rebalance / Contract Pack](#)

TriggerAu

Developer

Posted April 28, 2013

Report post ✕ ▾



KSP Team

+ 3,525

2,025 posts

▼ CoriW said:

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Hi Cori, Sounds like the same problem RPharazon was having. If you have the time, can you start the app and let it sit there, he found that after 3 or 4 minutes it would finish loading and continue on. If its that issue, then it will be resolved in 1.4.0.x which is probably within the next week. I will say that the code I am changing for that relates to loading files using some unity code that is used in quite a few plugins though.

Let me know how that test goes, and I can follow up on it for you as well.



Quote



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missing those [Science Points](#)

CoriW

Sr. Spacecraft Engineer



Members

+ 233

697 posts

Posted May 3, 2013

Report post



Trigger Au said:

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Sorry I haven't been able to get on the forums for the last few days, but I went ahead and tried out the plugin again and it appears that I am simply impatient... xD This time I got my stopwatch and when it stopped loading

on the KerbalAlarmClock part I started the timer and waited, it took about 2 minutes. Happy to hear though that it'll load better in the next release, can't wait! 🤖



Quote



[JNSQ Probes Before Crew](#) ✕
[Rebalance / Contract Pack](#)

TriggerAu

Developer



KSP Team

+ 3,525

2,025 posts

Posted May 3, 2013

Report post



CoriW said:

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Thanks Cori, shouldn't be too long



Quote



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[Kerbal Alarm](#) Gaming)
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missing those [Science Points](#)

TriggerAu

Developer



KSP Team

+ 3,525

2,025 posts

Posted May 7, 2013

(edited)

Report post

v1.4.0.2 Release

Apologies for the delays in getting this done, got side tracked on another project 🙄

This is up on [spaceport](#) now, and the below list highlights the changes. I will update the [documentation site](#) tomorrow with some more detailed information, particularly around the extra method for calculating transfer windows.

- Changed resource loading method to use direct file access - prevents some peoples issues with timeouts
- Added new Add Alarm window format - big change...
- Added new alarm types - Apoapsis, Periapsis, Ascending Node, Descending Node - thanks to Cybutek for use of his AN/DN calc functions from the Kerbal Engineer
- These alarms can be set to adjust if the flightplan changes
- Added a 2nd form of transfer

calculation for transfers between bodies orbiting Kerbol - this uses Voneiden's excellent modelled data

- Ability to disconnect alarm from ships (and see this)
- Added another time format - hh:MM:ss - can toggle between them
- Added extra links to about tab
- And all the things I could remember from forum posts/PM's before the great crash 🤖

Big thanks to Cybutek for sharing some of his AN/DN functions, and Voneiden for the work on the modelled transfer data (very cool).

Edited May 7, 2013 by TriggerAu



Quote

Cataclism likes this



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Fyrem

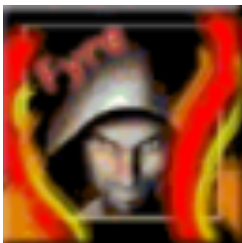
Junior Rocket Scientist



Posted May 7, 2013

Report post

a very large "Thank you", Trigger



Members

+ 38

556 posts



Quote



Simplicity

Kerbal Wannabe



Members

+ 3

326 posts

Posted May 7, 2013

Report post



Many thanks for doing the Kerbal Alarm Clock, it is one of my "must have" mods I use in KSP 🤖 - it helps me out a lot since I don't know what I am doing half the time...



Quote



[Mission Badges - Sandbox Mode](#)



[Mission Badges - Career Mode](#)



Chebalu

Rocketeer



Members

Posted May 7, 2013

Report post



This is one fo my favorite plug in. I can do a lot of things between two duna transfer! 🤖 The transfer, and the soi alarms the most useful parts. Thanks Trigger Au!

● 0
50 posts

+ Quote



RPharazon

128.70



Members

+ 8

44 posts

Posted May 7, 2013

Report post

Well this is certainly a big update. Glad to see all those suggestions got rolled into it, including the one about having alarms disconnected from ships.

Keep up the great work. This is an essential mod for KSP, in my awful biased opinion.

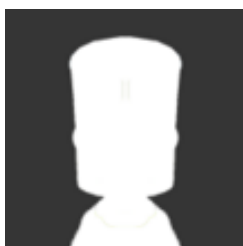
+ Quote



Ceterum autem censeo Carthaginem ✕
esse delendam.

Black-Talon

Spacecraft Engineer



Members

+ 27

204 posts

Posted May 8, 2013

Report post

Really fantastic mod Trigger. I loved it when I first found it. Have really enjoyed using it (it's particularly well laid out and a very professional experience). And I continue to be impressed with how it continues to get better and better!

Is there anyway to move the button at all? It overlaps my clock/time control (likely because I bumped up the interface size).

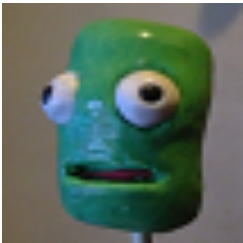


Quote



Devo

Wayland Corp.



Members

+ 220

1,468 posts

Posted May 8, 2013

Report post



Very nice update mate, cheers



Quote



[Wayland Corp. Mods.](#)



"Building Better Muns"

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Add-on Releases > [1.7.x] Kerbal Alarm Clock v3.11.0.0 (Sep 1)

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