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[1.3.x] Kourageous Tourists - tiny mod making tourists less helpless

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By whale_2, November 2, 2017 in Add-on Releases

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whale_2

Stabilizer Of The Old World



Members

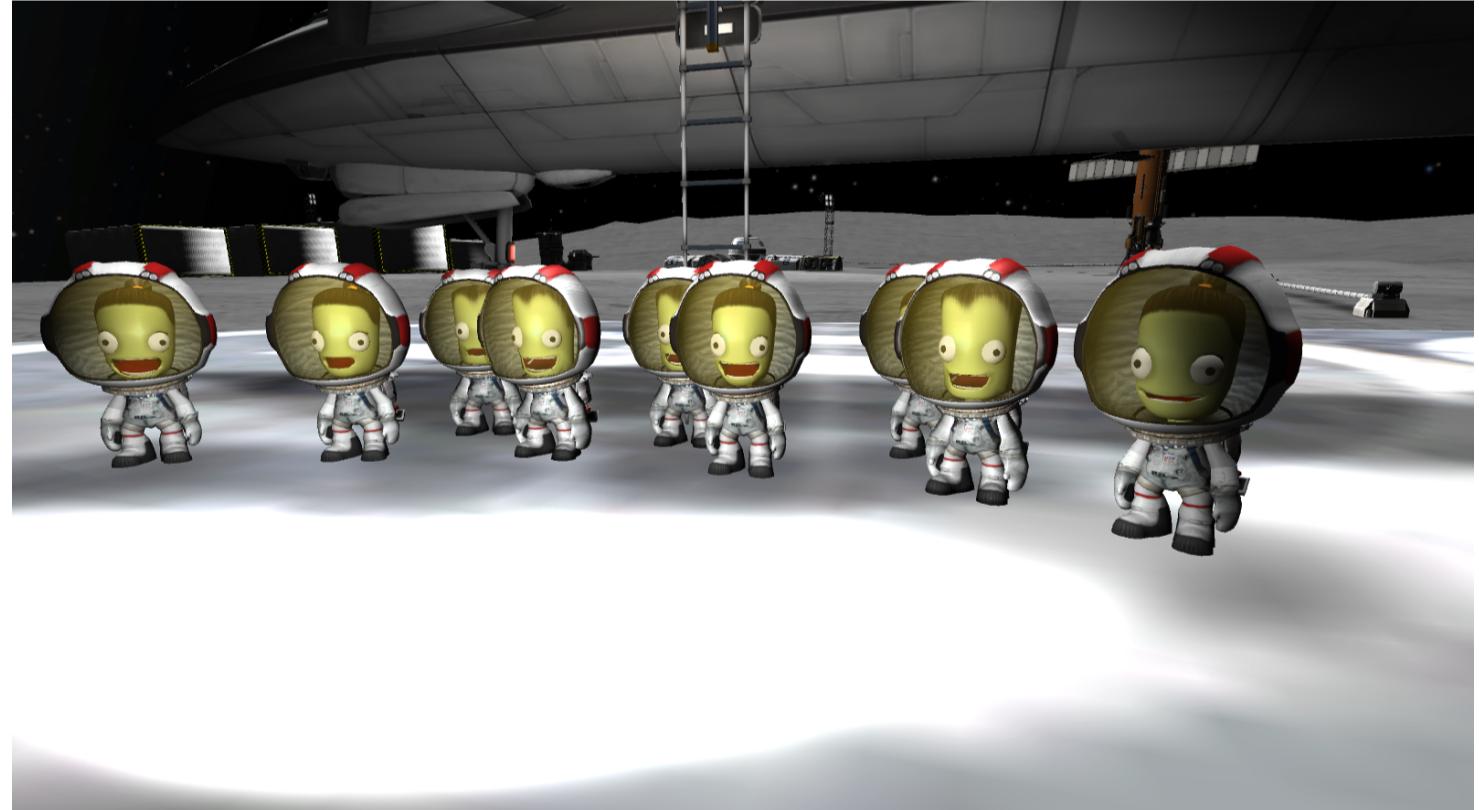
+ 302

314 posts

Posted November 2, 2017 (edited)

[Report post](#)

This tiny mod empowers your every day tourists for much more kourageous adventures. With a little bit of training they finally can disembark the space (and other types of) craft. For their efforts not to be left forgotten, they can picture themselves in the most distant places imaginable. And last, but not least - they're willing to pay some good money for their entertainment.



Sample of picture of group of tourists visiting a Mün base. Note those happy faces.

Some more screenshots:

▶ [Reveal hidden contents](#)

Now, some technical details.

This mod temporarily promotes tourists to crew members in order to allow them go EVA. However, actual EVA ability is restricted based on current tourist experience level and vessel situation. These restrictions are configurable with defaults as follows:

| Level | | EVA allowed when |
|-------|------------------------------|------------------|
| 0 | Landed on Kerbin; not moving | |

| | |
|---|--|
| 1 | Landed or Splashed on Kerbin, Landed on Mün or Minmus; surface speed below 1 m/s |
| 2 | Landed or Splashed anywhere; surface speed below 3 m/s |
| 3 | Landed or Splashed anywhere or being on stable orbit; no speed restrictions |
| 4 | Landed or Splashed anywhere or being on stable orbit; no speed restrictions |

Level 5 tourists, if they survived to this, can do basically everything. Tourists gain experience just like regular crew, so for training them to level one, just take them to orbital spaceflight around Kerbin and recover. Level 2 could be obtained by Mün/Minmus landings and this is enough for every possible contract destination. You can also train them onsite using facilities that provide *Level up crew* function, albeit it does not seem safe enough.

Jetpack fuel is drained if tourist level does not allow using it. Tourists still can not perform things like taking surface samples, collect experiment data or pilot ships, however they can carry stuff if KIS is installed and can take photos of themselves. All kerbals in the scene will notice that and express some emotions depending on their courage and stupidity levels. The photo could be found in standard screenshot directory and looks like *Glerina Kerman-Mun-17-03-01-12:06:18.png*, i.e. file name contains the name of the kerbal taking photo, planetary body and time when it was taken.

This mod also adds three new types of contracts that depend on tourists ability to de-board the vessel.

- Walking on the surface of celestial body
- Taking picture of tourist group when they walk on the surface of celestial body
- Taking picture of tourist group when they stay nearby some point of interest (currently anomalies on Kerbin and Mün; exact location is not given, only some hints; make use of your scanners)

Needless to say that all contracts require safe recovery of all involved tourists.

Mod Compatibility

This mod was tested and found compatible with following EVA-related mods:

- [EVA Fuel Continued](#)
- [EVA Enhancements Continued](#)
- [EVA Follower](#)

With latest version of EVA Fuel, the jetpack fuel that was drained from vessel's tanks, is returned back, in previous versions it would be lost. Kudos to [@linuxgurugamer](#) for adding a patch for this.

EVA Follower is rather old mod, but is very handy and was rebuilt for 1.3, look it up in the end of the forum thread.

Tourists can also add some charm and style to their selfies by opting to [Araym's Stock-alike Advanced Suits](#)

Issues

Contract rewards are bit skewed, please suggest some improvements.

Please report if you find any other issue. Bugs could be fixed faster if you provide your log file when debug is turned on - see *GameData/KourageousTourists/Kourage.cfg*

Development thread (if of any interest) can be found [here](#)

Changelog

 Reveal hidden contents

Future improvements

I'd like to have real selfie-stick [KIS](#) prop, but lack modelling skills to make it. If you feel like you could do it, please contact me.

Also, contract suggestions (or any other suggestions) are welcome.

Side effect

With ability to board and de-board vessels, you can really seize re-usability. See inside:

 Reveal hidden contents

Source code

[on GitHub](#)

[License \(MIT\)](#)

Download

[Releases on GitHub](#), [on CurseForge](#), [on SpaceDock](#)

Latest release is [0.4.1](#)

Happy planetary vacations!

Edited April 6, 2018 by whale_2

0.4.1

 Quote

You, Jade_Falcon, Li0n and 7 others like this



Li0n

Bottle Rocketeer



Members

 478

618 posts

Posted November 2, 2017 (edited)

Report post 

Congrats on the release, sounds very good, I'll try it.

EDIT : FIRST !

Edited November 2, 2017 by Li0n

 Quote



[Crew Light](#) : automatize the lightning of your ship

[Antenna Helper](#) : Math your antenna range and signal strength

[Real Time Clock](#) : in-game clock

LiOn

Bottle Rocketeer



Members

+ 478

618 posts

Posted November 2, 2017

Report post

@whale_2 The tryout fell short, during the loading screen I got the console spammed with :

Quote

```
NullReferenceException: Object reference not set to an instance of an object  
at FlightGlobals.get_ActiveVessel () [0x00000] in <filename unknown>:0  
at KourageousTourists.KourageousTouristsAddOn.checkApproachingGeeLimit ()  
[0x00000] in <filename unknown>:0  
at KourageousTourists.KourageousTouristsAddOn.FixedUpdate () [0x00000] in  
<filename unknown>:0
```

Tried on KSP 1.3.1 (stock) with Windows 10. [Here](#) is a "full" (I alt-F4 during the loading) log.

Quote



[**Crew Light**](#) : automatize the lightning of your ship



[**Antenna Helper**](#) : Math your antenna range and signal strength

[**Real Time Clock**](#) : in-game clock

whale_2

Stabilizer Of The Old World



Members

+ 302

314 posts

Posted November 2, 2017

Report post

How embarrassing. Will look into it shortly.

Quote



whale_2

Stabilizer Of The Old World



Members

+ 302

314 posts

Posted November 2, 2017

Report post

On 11/2/2017 at 6:27 PM, LiOn said:



@whale_2 The tryout fell short, during the loading screen I got the console spammed with :

Tried on KSP 1.3.1 (stock) with Windows 10. [Here](#) is a "full" (I alt-F4 during the loading) log.

Quote

LiOn likes this



LiOn

Bottle Rocketeer



Posted November 3, 2017

Report post

On 11/2/2017 at 8:43 PM, whale_2 said:





Sorry for that, please try [0.4.0](#), should be fixed there.

Members
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618 posts

It does, thanks. No more log spam and the contract shows up, haven't tested further than that yet.

A little suggestion : could you add in the contract description that the tourist need to be at x level, maybe show it as one of the objective of the contract ?

+ Quote



[Crew Light](#) : automatize the lightning of your ship

x ▾

[Antenna Helper](#) : Math your antenna range and signal strength

[Real Time Clock](#) : in-game clock

whale_2

Stabilizer Of The Old World



Members
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314 posts

Posted November 3, 2017

Report post



On 11/3/2017 at 5:46 AM, LiOn said:



A little suggestion : could you add in the contract description that the tourist need to be at x level, maybe show it as one of the objective of the contract ?

Good point, thanks!

+ Quote

LiOn likes this



linuxgurugamer

The light at the end of the tunnel may be an oncoming dragon



Members
+ 14,308
17,531 posts

Location: At SpaceTux Industries HQ

Posted November 7, 2017

Report post



On 11/2/2017 at 10:56 AM, whale_2 said:



EVA Follower is rather old mod, but is very handy and was rebuilt for 1.3, look it up in the end of the forum thread.

I've adopted Eva Follower for 1.3.1, specifically because of this mod.

+ Quote

LiOn, whale_2 and dundun92 like this



I stream on Twitch on Sunday evenings: <https://www.twitch.tv/linuxgurugamer>

x ▾

Read this BEFORE asking for

support: <http://forum.kerbalspaceprogram.com/index.php?topic/83212-how-to-get-support-read-first/>



whale_2

Stabilizer Of The Old World



Members

+ 302

314 posts

Posted November 7, 2017

Report post

On 11/7/2017 at 8:56 PM, linuxgurugamer said:

I've adopted Eva Follower for 1.3.1, specifically because of this mod.

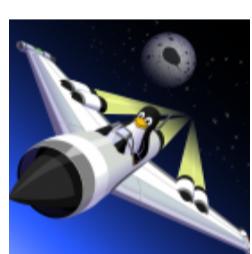
Really great news. Thumbs up!

Quote



linuxgurugamer

The light at the end of the tunnel may be an oncoming dragon



Members

+ 14,308

17,531 posts

Location: At SpaceTux Industries HQ

Posted November 8, 2017

Report post

@whale_2

Is it ok if I add this to CKAN for you?

Quote



I stream on Twitch on Sunday evenings: <https://www.twitch.tv/linuxgurugamer>



Read this BEFORE asking for

support: <http://forum.kerbalspaceprogram.com/index.php?topic/83212-how-to-get-support-read-first/>



whale_2

Stabilizer Of The Old World



Members

+ 302

314 posts

Posted November 8, 2017

Report post

On 11/8/2017 at 1:01 AM, linuxgurugamer said:

@whale_2

Is it ok if I add this to CKAN for you?

Absolutely!

Quote



linuxgurugamer

The light at the end of the tunnel may be an oncoming dragon



Posted November 8, 2017

Report post

On 11/8/2017 at 7:29 AM, whale_2 said:

Absolutely!

@whale_2

CKAN can't pull a release from the description, you have to put upload the file as part of



Members

+ 14,308

17,531 posts

Location: At SpaceTux
Industries HQ

the release.

Let me know when you get this fixed, or if you need help

[+ Quote](#)



I stream on Twitch on Sunday evenings: <https://www.twitch.tv/linuxgurugamer>



Read this BEFORE asking for

support: <http://forum.kerbalspaceprogram.com/index.php?/topic/83212-how-to-get-support-read-first/>



IBoBl

Magrathean



Members

+ 45

99 posts

Posted January 23, 2018

[Report post](#)

Wow, is this compatible with the Tourism Plus mod ? Cause I always found this pointless to bring kerbals on some gas giant's grand tour while they had to stay in their tin can all the time.

[+ Quote](#)



whale_2

Stabilizer Of The Old World



Members

+ 302

314 posts

Posted January 23, 2018

[Report post](#)

On 1/23/2018 at 5:40 AM, IBoBl said:



Wow, is this compatible with the Tourism Plus mod ? Cause I always found this pointless to bring kerbals on some gas giant's grand tour while they had to stay in their tin can all the time.

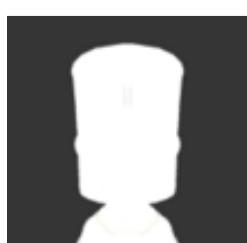
Not really. I looked into Tourism Plus when was writing the contact part and found I don't know how to fit into that. As far as I was able to understand, Tourism Plus "anonymizes" tourists - they are "loaded" into the vessel on launch and vanish on recovery, while in KT you have to know them better - guide through training process at least. Also, I selfishly made this mod to fit my own way of playing - I usually don't recover my space planes, I park them, refuel and fly again. One part that was clearly missing here is the possibility to board and de-board vessels when you are a tourist, so I fixed this However, I think you can try to combine both mods, you may need parts that allow leveling up in-flight, some Planetary Base modules can do this, then you can walk tourists outside if they got their stars. Most likely contract systems won't work together, but at least you could have fun with EVA and smiling tourists.

[+ Quote](#)



IBoBl

Magrathean



Posted January 23, 2018 (edited)

[Report post](#)

Ok, well yeah I could probably find a way to have them level up on site, but yeah it's a shame that Tourism Plus makes tourist vanish on recovery. It would be more fun to see the same guys come back... I don't know exactly why it does that but I would guess that it has something to do with the prompt menu on the runway where you can spawn the tourists right inside your vessel.

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I know a way around but it's not super efficient and you have to do it for each tourist individually. Basically you have to delete the tourists generated by Tourism Plus and spawn a new tourist with the same name with the cheat menu. This one won't vanish on recovery, I noticed that before when trying to debug my contracts.

Anyways, thanks for your answer and I may look into tourism plus to see if I can do something about it for myself.

Edited January 23, 2018 by IBoBI

+ Quote



whale_2

Stabilizer Of The Old World



Members
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314 posts

Posted January 23, 2018

Report post

On 1/23/2018 at 12:09 PM, IBoBI said:



Ok, well yeah I could probably find a way to have them level up on site, but yeah it's a shame that Tourism Plus makes tourist vanish on recovery.

My guess it is because of mass tourism business model 😞

+ Quote



Araym

Spacecraft Engineer



Members
+ 393
480 posts

Posted January 26, 2018

Report post

I happily introduced in my suits pack a dedicated "enhanced tourist suit" once I discovered your mod, [@whale_2](#).

I hope do not mind if I pop here a notice and a link, just because since I made that suit, your mod has a place on the "supported mod" of my choice 😊😊

+ Quote



[Final Frontier](#)



[Custom Ribbons \(Ranks and Military Ranks\)](#) - [Araym's Stock-alike Advanced Suits](#) - [Araym's KASA](#) - [Kerbal Administration of Space Adventures](#) - [THE COMICS](#) - (... and also some old

Posted January 26, 2018

Report post

whale_2

Stabilizer Of The Old World



Members

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314 posts

On 1/26/2018 at 9:23 AM, Araym said:

I happily introduced in my suits pack a dedicated "enhanced tourist suit" once I discovered your mod, [@whale_2](#).

I hope do not mind if I pop here a notice and a link, just because since I made that suit, your mod has a place on the "supported mod" of my choice 😊😊

Oh, that's nice! Not only I don't mind, but very much welcome that.

Think I need these suits for my own game, I have about 12 tourists waiting their adventure, they would love taking selfies in shiny new suits 😊

Added the link to the main post as well.

[+ Quote](#)



IzeHeart

Bottle Rocketeer



Members

+ 2

6 posts

Posted January 29, 2018 (edited)

Report post

This is really a sweet mod, but how do i take a photo of them?

For contract use.

Edited January 29, 2018 by IzeHeart

[+ Quote](#)



whale_2

Stabilizer Of The Old World



Members

+ 302

314 posts

Posted January 29, 2018

Report post

On 1/29/2018 at 4:09 PM, IzeHeart said:

This is really a sweet mod, but how do i take a photo of them?

For contract use.

Just right-click on a tourist, there would be a button in the context menu.

[+ Quote](#)

Luovahulluu likes this



IzeHeart

Bottle Rocketeer



Members

+ 2

6 posts

Posted January 29, 2018

Report post

Thank you

[+ Quote](#)



Mark Kerbin

Man In The Moon



Members

+ 417

664 posts

Location: In The Belly Of The Moon Kraken

Posted March 28, 2018 (edited)

Report post

Quick Question, does this mod work for 1.4.x? I kinda just need the basic functionality for moving some kerbals off a plane. Sheesh Tourists are useless.

[EDIT]

IT DO!

lol

Anyway kerbals seem to be able to EVA

Edited March 28, 2018 by Mark Kerbin

Quote



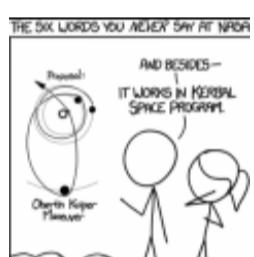
[Kerbal Academy Contract Pack] For A Better Kerbonaut Training Experience. With

99% Less Kraken Attacks

[KA Development Thread] Info On Current Development. Post Bugs And Suggestions Here

Mark Kerbin

Man In The Moon



Members

+ 417

664 posts

Location: In The Belly Of The Moon Kraken

Posted March 28, 2018

Report post

@whale_2 May i suggest adding in "parasailing contracts" because why not?

Quote



[Kerbal Academy Contract Pack] For A Better Kerbonaut Training Experience. With

99% Less Kraken Attacks

[KA Development Thread] Info On Current Development. Post Bugs And Suggestions Here

whale_2

Stabilizer Of The Old World



Members

+ 302

314 posts

Posted March 28, 2018

Report post

On 3/28/2018 at 7:12 PM, Mark Kerbin said:

Quick Question, does this mod work for 1.4.x? I kinda just need the basic functionality for moving some kerbals off a plane. Sheesh Tourists are useless.

[EDIT]

IT DO!

lol

Anyway kerbals seem to be able to EVA

On 3/28/2018 at 7:29 PM, Mark Kerbin said:

@whale_2 May i suggest adding in "parasailing contracts" because why not?

Well, I hope it would require a mere recompiling, which I'll do soon, probably on the

weekend.

Parasailing contracts could make sense. I didn't look yet into KSP 1.4.x and how the game detects and reports if kerbal is parachuting but anyway this seems reasonable.

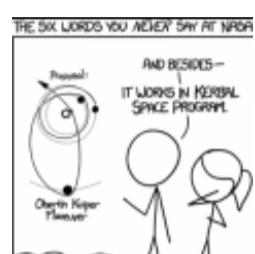
[+ Quote](#)

Sunesha and Mark Kerbin like this



Mark Kerbin

Man In The Moon



Members

417

664 posts

Location: In The Belly Of The
Moon Kraken

Posted March 28, 2018

[Report post](#)



Btw, the take photo thing shows up, but i havent tested yet.

Will let u know.

[+ Quote](#)



[Kerbal Academy Contract Pack] For A Better Kerbonaut Training Experience. With [x](#)

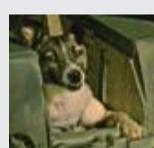
99% Less Kraken Attacks

[KA Development Thread] Info On Current Development. Post Bugs And Suggestions Here

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