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[1.1] SXT - Lack's Stock Extension [SXT-25-10APR16] - Basic 1.1 compatibility



[1.1] SXT - Lack's Stock Extension [SXT-25-10APR16] - Basic 1.1 compatibility

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By Lack, May 10, 2014 in Add-on Releases

[parts](#)

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Lack

Posted May 10, 2014

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Rocket Scientist



Members

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860 posts

SXT - Stock eXTension



Apologies for the terrible abbreviation. I'm aiming to make a memory light 'Stock-a-like' expansion pack that relies solely using the MODEL{} to reference Squad's textures and get a lot of 'bang for buck'. Which means that the RAM usage is as low as you can get. It's expanded a bit, but I'm cutting down and reorganising to lower the usage some more.

SXT Downloads

This is the full pack, with a large number of parts. There's a parts list on the Kerbalstuff page, but it's slightly outdated

(from SXT-18 or 17)



SXT - The Full Pack - Downloads

Github link: <https://github.com/Signatum/SXT>

SXT-25

<https://github.com/Signatum/SXT/releases/>

Latest dev build

<https://github.com/Signatum/SXT/archive/master.zip>

SXT Mini-Packs

Parts ripped straight from SXT. Each pack contains only a handful of parts, for those that don't necessarily want to download all of SXT. If you'd like to nominate some parts for a mini-pack, just ask.

Click on the image tiles to download.

[1.0.5+]



TRUCKS!



AIR
BRAKES

PROJECT



PLUTO



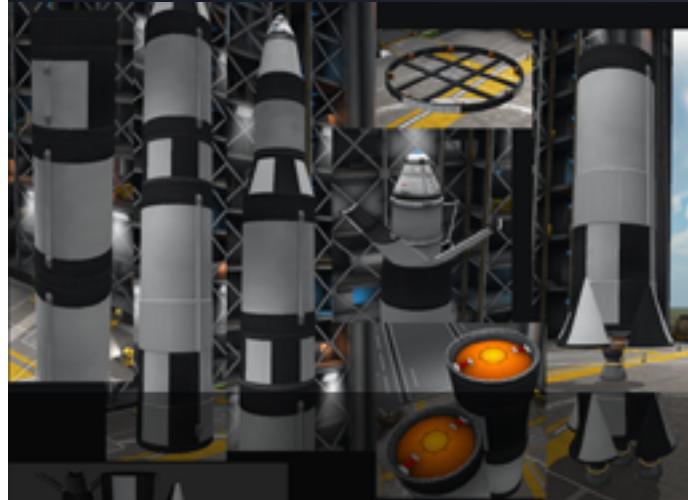
AIR-BAGS

Mk3
RAMP

MINI-GOO



SOLAR



5m TANKS



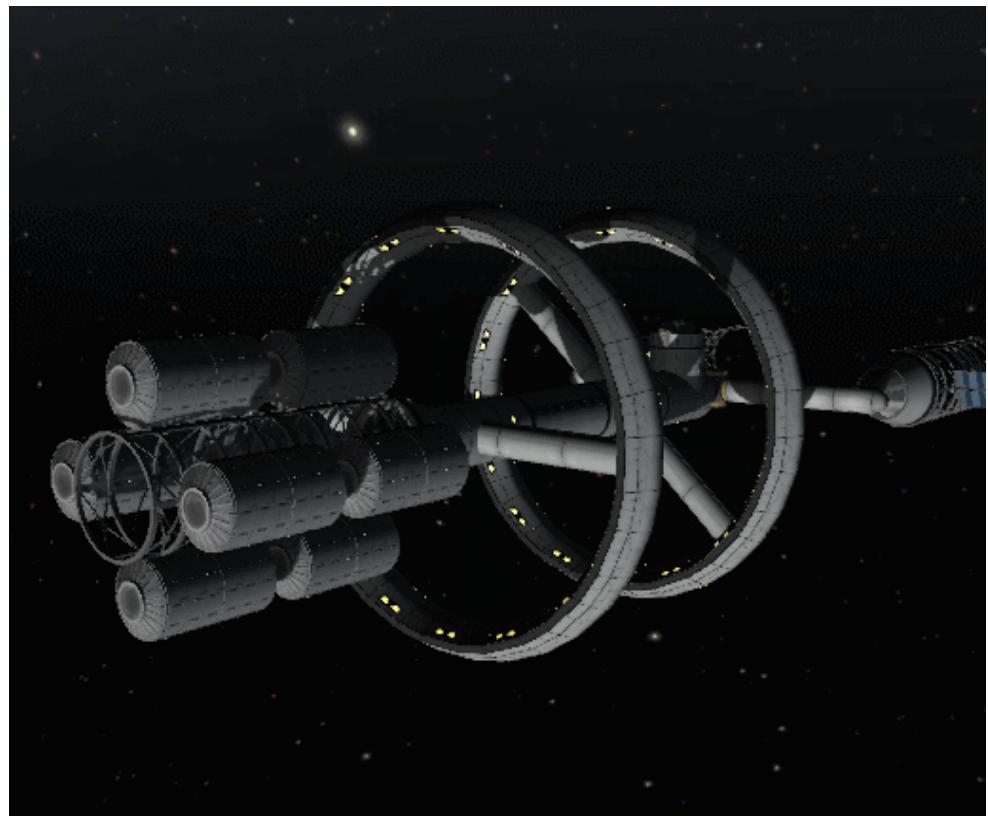
N-1





CARGO PLANE

Mk2 Centrifuge Habitat



A centrifuge-style rotating habitat. Good luck getting this to orbit.

[Download](#)

Changelog:

SXT24:

Overhauled Osual parts.

Textures now match Porkjet's style better and fixed the collision meshes for the parts.

Added ability to tweak deployment state of both Osual cockpit and loading ramp.

Tweaked animation of ramp for more control over deployment state.

Added 3.75m Docking Port.

Added 5m fairings and heatshield (resizes of stock parts, parameters).

Finished updating part names, descriptions and manufacturers.

Fixed nodes for 2.5m Cargo Bay.

Python script for fixing them to

[Javascript is disabled. View full album](#)

Please note / FAQ:

Use of Stock Textures.

SXT is built around the re-use of existing textures in an attempt to reduce RAM requirements (and speed up modding ). It relies on a number of textures from the Squad folder

> **Ven's Stock Part Revamp** is compatible, but using the 'VSR_pruner.bat' will probably break a few things - [Try this patch if you've used this or the unpruner.bat file.](#)

> If you have another mod that changes the stock textures or delete some textures, this will cause problems with the SXT parts that use those. See Spoiler tag below for list of stock parts used.

> List of textures used by SXT as of 22.4

Squad/Parts/Aero/airIntakeR
dialXM-G50/model000
Squad/Parts/Aero/protectiveR
ocketNoseMk7/model000
Squad/Parts/Aero/wings/Wings
Squad/Parts/Command/cupola/k
sp_l_cupola_diff
Squad/Parts/Command/cupola/k
sp_l_cupola_normal
Squad/Parts/Command/external
CommandSeat/model000
Squad/Parts/Command/hitchhik
erStorageContainer/cabin
Squad/Parts/Command/hitchhik
erStorageContainer/cabin_n
Squad/Parts/Command/mk2Cockp
itStandard/Cockpit
Squad/Parts/Command/mk3Dra...
n

Also, a big thanks to everyone at Squad (+Porkjet, the new Mk2 and Mk3 textures are great!) that made those textures in the first place.

Pics:

[Javascript is disabled. View full album](#)

KSC++





Extension to the Kerbal Space Centre, trains, cars, trees, the whole shebang.

<https://dl.dropboxusercontent.com/u/39086055/KSCPlusPlusv3.zip>

CFG fixes for 1.1 courtesy of AlphaAsh: <http://www.alphastrikegames.com/FileDepot/KSCPlusPlusCFGFixes.zip> (I'll bundle these in at the weekend).

[Requires an up to date version of Kerbal Konstructs](#)

Install instructions:

1. Download .zip from above, make sure 'LackMisc' is at [KSP_rootfolder]/GameData/LackMisc
2. Download the latest version of Kerbal Konstructs
3. That should be it

FAQ:

Install instructions:

The 'SXT' folder (containing 'Parts', 'Ships' & 'Spaces') **must** placed in GameData.

KSP_win\GameData\SXT\

Can you make X part?

I don't take direct requests per se, but I'll likely consider it and end up making it down the line. I definitely appreciate interesting ideas and concepts.

Typically workflow: Read request-> Outright refusal to do anything, claim idea is stupid and not worth the time -> Think about it next day, actually not bad idea-> Make part/apply fix -> Sneak it into next update and never tell anyone.

Modding info

.blender files with UV maps available for individual parts on request.

Licence info



[Lack Luster Labs](#) by Lack is licensed under [Attribution-NonCommercial-ShareAlike 4.0 International \(CC BY-NC-SA 4.0\)](#).

Commander Zoom, Raptor9, Niemand303 and 34 others like this



Mods: [LLL](#), [SXT-Stock extension](#), [KSC++](#)

[Addon development thread](#)

Jagger

wow much rocket



Posted May 10, 2014

Report post



Good to see this made it to the add-on releases forum 😊 (



took long enough 😳)

I wish you the best of luck!



Members

+ 2

85 posts

Sorry for my English, it's not perfect since I'm from Portugal. ✖️ ▾
It's not my main language.

pls gimme rep me is very doge me deserb rep for being
doge

Lack

Rocket Scientist

●●●●



Members

+ 515

860 posts

Posted May 10, 2014

Report post



▼ Jagger said:

Good to see this made it to the add-on releases
forum 😳 (took long enough 😳)

I wish you the best of luck!

Thanks. MrWizerd's been a great help, we managed to get most of the things that were bugging me about LLL-Full and holding me back from posting here ironed out; re-organising the file-structure, dropping memory usage down (about 40%), fixing a lot of smaller bugs.

HoustonDave likes this



LACK LUSTER LABS
SYNERGISING ROCKETS AND STUFF



Mods: [LLL](#), [SXT-Stock extension](#), [KSC++](#)

[Addon development thread](#)

One-Way Films

Kerb-Cam Drone

●●●

Posted May 10, 2014

Report post



OOHH!! SXT? I've never seen this before. Two awesome mods in the one place! Sweet! that's efficient! *Spams Download button* *installs LLL and SXT **Game crashes*



scratches head *throws out other mods* Game doesn't crash* *smiles to self*.

Nice work btw! keep it up.

Members
+ 211
335 posts
Location: Ireland

Columbia, HoustonDave and The_Cat_In_Space like this



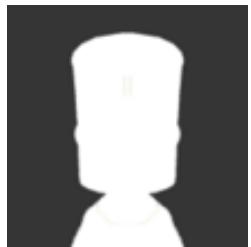
I make cinematics from time to time x▼

on This Channel!



BigD145

Rocket Scientist
●●●●



Members
+ 11
861 posts

Posted May 10, 2014

Report post

The dishes all look nice. The communication tower looks extra nice. It's quite striking. I guess it's time to play with squares now.



blackheart612

Aerospace Engineer
●●●●●



Members
+ 2,027
2,545 posts

Posted May 10, 2014

Report post

LOL Two words:

ABOUT TIME. XDDD

Seriously.



My addons:

[Standard](#) for craft file list

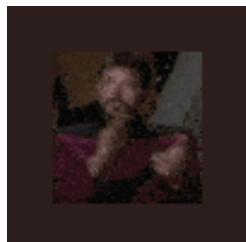
[Click Kerbal](#) x▼

[Decal](#)

[Stickers](#)

The Destroyer

Flight Director



Members

485

3,321 posts

Posted May 10, 2014

Report post



Oh! The plane IVAS are in SXT now!



Awesome gif by TheFighterC4:



Kraken Loves Hyperedit!

Captain Sierra

Aerospace Overengineer



Members

866

4,131 posts

Posted May 10, 2014

Report post



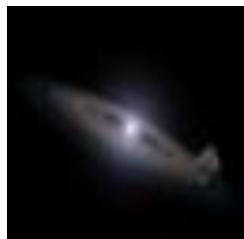
XD XD XD It took ya long enough Lack.



PRE-NOVEMBER 2015 FORUM UPDATE

nismobg

Sr. Spacecraft Engineer



Members

257

258 posts

Posted May 10, 2014

Report post



Congratz on the "official" release Lack ! Long over due



Don't worry about failure; you only have to be right once.



Mods Library



wasmic

Capsule Communicator



Members

+ 144

2,694 posts

Posted May 11, 2014

Report post



That was about time. Gald to see you made it 😊



▼ TehGimp666 said:

It appears that your game menu is undergoing atmospheric re-entry... on the Mun... 😊

Only with KMP folks!



Jagger

wow much rocket



Members

+ 2

85 posts

Posted May 11, 2014

Report post



I think these mods should have much more popularity. All the work you put on these things, I honestly think you deserve a medal 😊 It's surprising how these evolve so quickly (I'd love other mods like B9 or KW to do so as well) and the new content is always pretty cool. Since Wizerd started helping out, LLL took quite the improvement. Good job, the both of you

(Damn, i really wish I had two medals right now xD)

R3QUIT3D likes this



Sorry for my English, it's not perfect since I'm from Portugal. ✖️
It's not my main language.

pls gimme rep me is very doge me deserb rep for being
doe

Vrana

Spacecraft Engineer



Posted May 11, 2014

Report post



LLL is probably my favorite mod.

Grats on release. 😊



Members

+ 97

282 posts

SSSPutnik

Rocket Scientist



Members

+ 69

941 posts

Posted May 11, 2014

Report post



Well done Lack and thanks MrWizerd

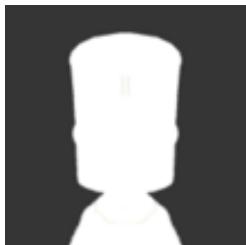


I'm just going out to check on the AE35 unit.



roblobmb98

Junior Rover Specialist



Members

+ 2

62 posts

Posted May 13, 2014

Report post



Great parts in the SXT, i love every one!



"Democracy is two wolves and a lamb voting on what to have for lunch. Liberty is a well-armed lamb contesting the vote." -Benjamin Franklin



Aedile

Sr. Spacecraft Engineer



Members

+ 25

229 posts

Posted May 19, 2014

Report post



Waren't there some TAC related parts at some point?



White Owl

Retired Videographer



Members

+ 540

1,352 posts

Location: WinterOwl's Aircraft Emporium

Posted May 19, 2014 (edited)

Report post

I love the 2.5m airplane cockpit! That will soon feature in some large spaceplanes I'm planning. I love the extremely simple and functional cargobay too. And the 1.25m airplane fuselage carrying two passengers. So many simple parts here, filling long-standing needs.

Edit: the firespitter plugin fix for the doors works perfectly. These are my new favorite cargo bays. I think I'll add the tweakscale plugin and use them to stow anything and everything.

Edited May 19, 2014 by White Owl



Flying machine market has been very unsteady the past two X ▼ days. Opened yesterday morning at about 208 (100% means even chance of success) but by noon had dropped to 110. These fluctuations would have produced a panic, I think, in Wall Street, but in this quiet place it only put us to thinking and figuring a little. — Orville Wright

Geschosskopf

Director of Shanghaiing Operations



Members

+ 6,101

7,068 posts

Location: Lousy Anna's armpit

Posted May 20, 2014

Report post

Just wanted to say, WOW! Lots of really cool stuff in here. Square rockets! And also the SPX stuff is great, too. This deserves more attention than it's getting.



-Geschosskopf -- NIHIL INIQVIVS QVAM ÆQVITATEM
NIMIS INTENDERE X ▼

I am a Kerbero

[Tutorial on Flotillas](#) --- [Paydirt! A Tutorial on Finding the Best](#)

Geschosskopf

Posted May 22, 2014

Report post

Director of Shanghaiing
Operations
●●●●



Members

+ 6,101

7,068 posts

Location: Lousy Anna's armpit

I've discovered a problem with one of the SXT engines. Sadly I'm at work now so can't give you the part number but I can describe it. It's a 3.75m cluster engine and the only cluster engine that has 4 big nozzles instead of a bunch of tiny orange nozzles. When looking at the parts in the VAB, it's the 4th one and is billed as a "3rd stage engine".

Anyway, the problem with this engine is that it doesn't play well with decouplers. I have 3 or 4 different 3.75m decouplers, stock and from mods, and this engine does the same thing with all of them. When you fire the decoupler, it detaches and starts moving away as normal. However, it only goes a short distance (say 5m) away, then snaps back at tremendous speed, slamming into the engine and usually destroying it.

My theory is that the decoupler is double-attached to the engine and that the decoupling only breaks 1 connection. Then the remaining connection pulls it back. I've tried wiggling the decouplers up, down, and sideways when attaching them to the engine in the VAB, but they only go on 1 way, and this snapping back always results.



-Geschosskopf -- NIHIL INIQVIVS QVAM ÆQVITATEM
NIMIS INTENDERE

I am a Kerbero

[Tutorial on Flotillas](#) --- [Paydirt! A Tutorial on Finding the Best](#)

SSSPutnik

Rocket Scientist



Posted May 22, 2014

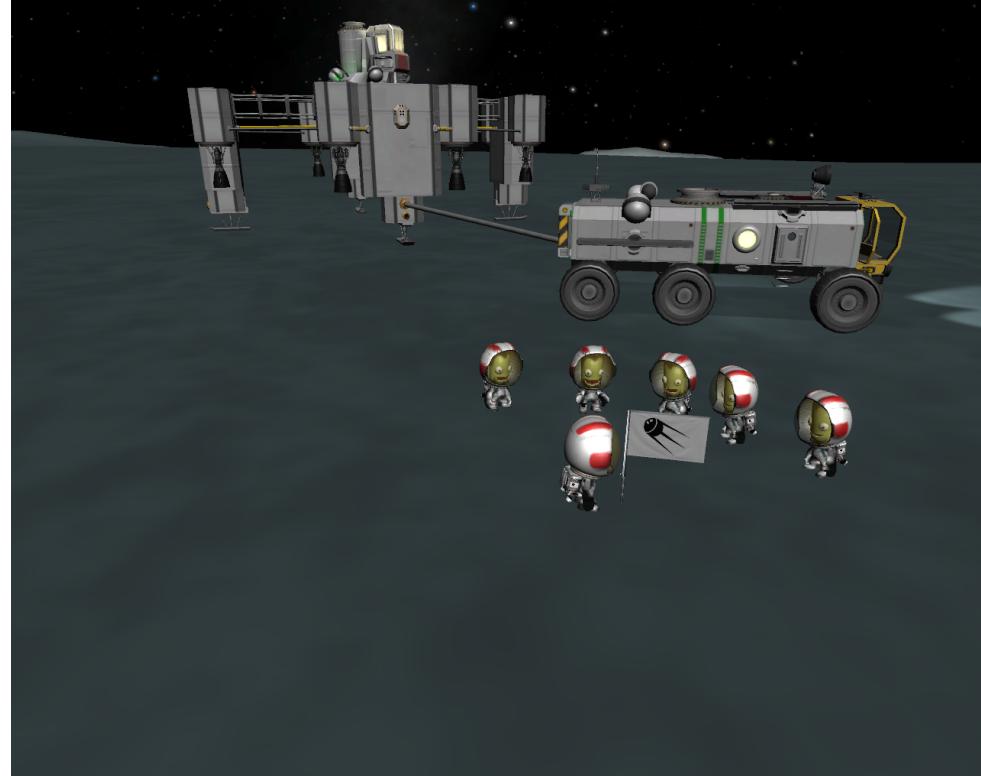
Report post



Members

+ 69

941 posts



Vall operations. Claimed for Kerbalkind, sorry Vall'lings.

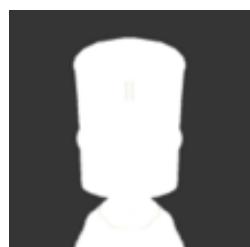


I'm just going out to check on the AE35 unit. X ▾



BigD145

Rocket Scientist



Members

+ 11

861 posts

Posted May 26, 2014

Report post



In GameData\LLL\Parts\FuelTank\2-50m\HeatTile There are two tanks with identical cfg's (same name and title and everything) and different folder names: Circ25fuel and Circ25fueltankht. The plain version has two tanks and the heattile version has three.



Lack

Rocket Scientist



Posted May 26, 2014

Report post



@Aedile,

For LLL? Should be under Science, should probably move



them to Utility though. Think it was because I had a tonne of stuff under the Utility tab at the time and it was getting on my nerves.

@Jagger, WhiteOwl,

Members

⊕ 515

860 posts

Thanks.

@BigD,

Thanks. I've removed one of them, should be fixed whenever I get round to releasing another version of LLL.



LACK LUSTER LABS

SYNERGISING ROCKETS AND STUFF

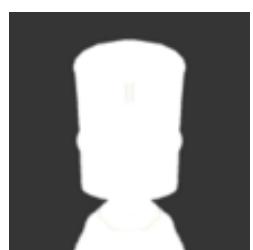
x

Mods: [LLL](#), [SXT-Stock extension](#), [KSC++](#)

[Addon development thread](#)

BigD145

Rocket Scientist



Posted May 26, 2014

[Report post](#)



I only caught it because the newest PartCatalog caught it. It was getting confused by the duplicate and calling it uncategorized.



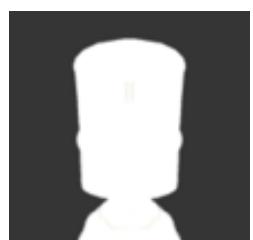
Members

⊕ 11

861 posts

Jivaii

Shiny Thing Finder



Posted June 6, 2014

[Report post](#)



Caterpillar tracks is [here](#) now



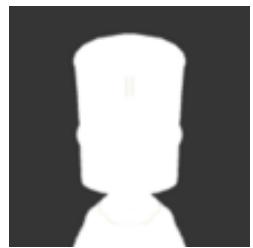
Members

+ 76

621 posts

Kmus

Bottle Rocketeer



Members

+ 6

7 posts

Posted June 8, 2014

Report post



Lots of great part in this mod, I love it.



Initar

Spacecraft Engineer



Members

+ 29

235 posts

Posted July 29, 2014

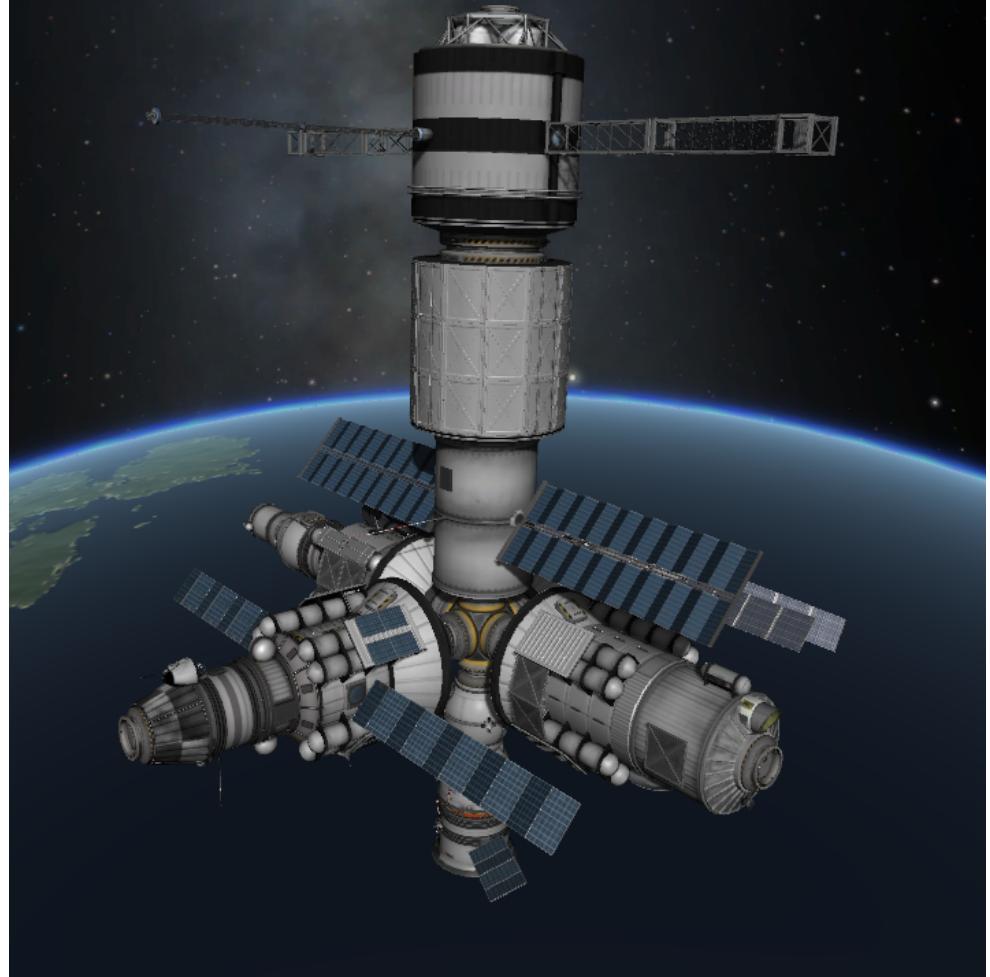
Report post



Hi Lack, Wizerd and co! Wanted to bump the release thread, because it deserves it!

I recently stumbled upon the SXT pack, and oh god. Bye bye KW... Even more, the SPK parts led me to learn a ton about this little known spacecraft, its legacy from the Almaz program to the ISS Zarya, through MIR of course.

Speaking of MIR:



Contains a bunch of mods, but impossible without SXT.

Thanks for the hard work guys!

edit: if you take suggestions, large flat adapters would be lovely (I had to download [this](#)).

Lack likes this



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⚠ This topic is now closed to further replies.



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