

More

Search...



IRC Chat

KSPTV

KSP Wiki

Get Mods!

Store

Activity ▾

Forum ▾

Home > Add-ons > Add-on Releases > [1.5.*, 1.6.*] SXT Continued

Unread Threads since my last visit

 Mark site read

[1.5.*, 1.6.*] SXT Continued

Follow

81

By linuxgurugamer, October 30, 2016 in Add-on Releases

Rate this topic



Start new topic

Reply to this topic

1 2 3 4 5 6 NEXT »

Page 1 of 25 ▾

linuxgurugamer

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



Members

12,091

15,474 posts

Location: At SpaceTux Industries HQ

Posted October 30, 2016 (edited)

Report post



This is a revival of the SXT - Stock eXTension mod, originally published by [@Lack](#), the original thread is here: <https://forum.kerbalspaceprogram.com/index.php?topic/71992-11-sxt-lacks-stock-extension-sxt-25-10apr16-basic-11-compatibility/>

Important Installation Instructions for 1.5

Some of the parts (see below) use some Squad textures. Unfortunately, in 1.5, some of the textures it uses have been moved into the zDeprecated directory, and are not directly accessible during loading. This causes some textures to be missing.

To address this, I've provided a pair of scripts, one to be used on Windows and the other to be used on both Linux & OSX. These only need to be run one time

Windows Instructions

=====

Open the SXT folder in Windows Explorer

Double-click on the file Windows_CopyTextures.bat (note that on most systems, you won't see the .bat)

Linux & OSX Desktop Instructions

Open the SXT folder

Double-click on the file: BashCopyTextures.sh

Linux & OSX Terminal Instructions

Change to the GameData/SXT directory

Type the following:

bash BashCopyTextures.sh

Affected Parts

LV-T80 "Robin" Liquid Fuel Engine

The hub and related pipes

3.75m Stage 3 Tank

Updated for 1.2. The truck had some parts redone and works well, it includes the Bounce dll from the WorldCup mod (for the airbags), and RetractableLiftingSurface, which I wrote to support the folding wing.

Given the size of this mod, I'm sure there will be some issues. Please let me know about them so that I can get them fixed.

A great shout out to [@Deimos Rast](#) for doing a lot of the early legwork

SXT - The Full Pack - Downloads

Github

link: <https://github.com/linuxgurugamer/SXTContinued>

SXT-0.3.0

<http://spacedock.info/mod/1030/SXTContinued>

<https://github.com/linuxgurugamer/SXTContinued/releases>

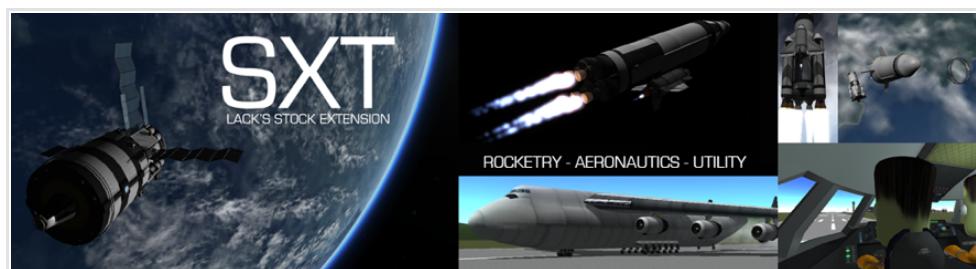
It's on CKAN as well.

Note that the wheels on the truck are very finicky,
need to be attached with the arrow pointing down (V)

Requires the Firespitter dll and the Firespitter
Resources folder to be installed

License: CC-NC-SA-4.0

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.



Edited November 16, 2018 by linuxgurugamer

+ Quote

You, MaxwellsDemon, Mad_Mads and 50 others like
this



<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/>

Z3R0_0NL1N3

Leaping through time



Members

+ 135

589 posts

Posted October 30, 2016

Report post



Will you put the pack selection for downloads up too, or are you maintaining this as a single release?



Quote



Я чайка.



linuxgurugamer

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



Members

+ 12,091

15,474 posts

Location: At SpaceTux Industries HQ

Posted October 30, 2016

Report post



On 10/30/2016 at 3:07 AM, Z3R0_0NL1N3 said:



Will you put the pack selection for downloads up too, or are you maintaining this as a single release?

Not yet. This is a beta, and until I'm satisfied, I'm not going to do that.

Once it's stable, I'll look into doing that.



Quote

reschke and Lo Var Lachland like this



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/>



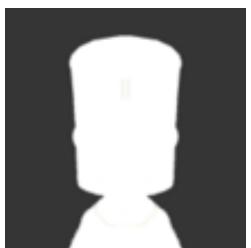
Nippie1995

Posted October 30, 2016

Report post



Procrastinator



Members

+ 18

59 posts

I just want to thank you for keeping this and all the other discontinued mods alive. Great work!



Quote

iDInkeD06, MisterFister, Dat_Coffee and 1 other like this



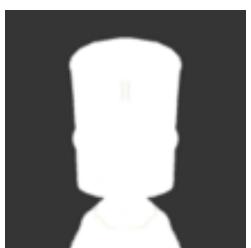
An hour of KSP a day, keeps friends and good grades away x ▾

Ever heard of Dual Universe?

[Dual Universe Empire](#)

Nnimrod

Bottle Rocketeer



Members

+ 38

141 posts

Posted October 30, 2016

Report post



Thanks for bringing so many people's old mods back, and for making great stuff like EER, you're quite an asset to the community.



Quote

AwesomeDude3664, PotentiallyHabitable578, Lo Var Lachland and 1 other like this



Quodios Kerman

Rocketeer



Members

+ 16

40 posts

Posted October 30, 2016 (edited)

Report post



Oh god you are working so hard... Tons of dollars will not be enough for Squad to pay for you. Everytime, thank you.

Edited October 30, 2016 by Quodios Kerman



Quote

Dat_Coffee and "Landed.at.Jool" like this



drtedastro

Capsule Communicator



Posted October 30, 2016

Report post



Thanks ...

Great work and lots of hard work.



Cheers.



Quote



SQUAD staff

+ 277

2,225 posts

LiOn

Bottle Rocketeer



Posted October 30, 2016

Report post



Big thanks for maintaining this mod (along many others).

Keep up the good work



Quote



Members

+ 470

612 posts

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



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

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

Initar

Spacecraft Engineer



Posted October 30, 2016

Report post



Thank you so much for this!!! All hail the Guru!



Quote



Members

+ 29

235 posts

Beetlecat

Sr. Spacecraft Engineer



Posted October 30, 2016

Report post



Wow -- thank you for keeping the torch alive! Even if you're just a caretaker at this point, it's great to see this stuff ported to current-KSP.



Quote



Onward!



Members

+ 592

1,657 posts



ISE

Intergalactic Space Explorer



Members

+ 148

273 posts

Location: Alpha centauri

Posted October 30, 2016

Report post



<3<3<3<3<3<3<3 Thank You LGG



Quote

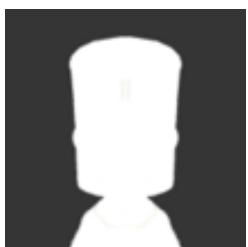


"The process of scientific discovery is, in effect, a continual flight from wonder."

~ Albert Einstein

theersink

Rocketry Enthusiast



Posted October 30, 2016

Report post



Minor issue with the "Flicker" engine. The plume and sound are on constantly. I am using Realplume. I can get you a log if you need it.

Awesome work on this must have mod. Thanks for reviving.

Members

+ 24

115 posts



Quote



linuxgurugamer

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



Posted October 30, 2016 (edited)

Report post



Logs, please. thanks. also, please try without real plume

Edited October 30, 2016 by linuxgurugamer



Quote





I stream on Twitch on Sunday evenings:

X ▾

<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/>

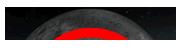
Members

 12,091

15,474 posts

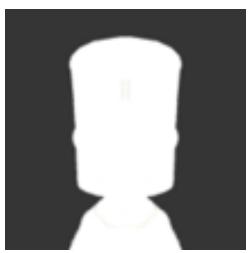
Location: At SpaceTux

Industries HQ



theersink

Rocketry Enthusiast



Members

 24

115 posts

Posted October 30, 2016

Report post



Here is the log with Real plume installed, nothing but SXT and its dependencies with realplume and its dependencies:

 Reveal hidden contents

Trying without Realplume now.

Looks like Realplume is the culprit. Without it the constant plume is gone.



Quote



linuxgurugamer

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



Members

 12,091

15,474 posts

Location: At SpaceTux

Industries HQ

Posted October 30, 2016

Report post



To all:

You can ignore the following warnings in the log file:

```
[WRN 12:35:17.835] Cannot create config  
from file 'D:\KSP  
Test\GameData\SXT\SXT_Fixes\Aviation\Co  
mmand\Mk3Cockpit.cfg'.  
[WRN 12:35:17.836] Cannot create config  
from file 'D:\KSP  
Test\GameData\SXT\SXT_Fixes\Aviation\Co  
mmand\OsaulPayload\OsaulPayload.cfg'.
```

They are due to patch files which have everything

commented out, and will be going away in the next version



Quote



I stream on Twitch on Sunday evenings:

<https://www.twitch.tv/linuxgurugamer>

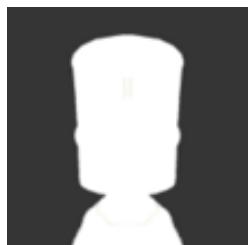
Read this BEFORE asking for

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



wasm1

Spacecraft Engineer



Members

+ 281

745 posts

Posted October 30, 2016

Report post



I saw SXT had been updated - then noticed the "Continued" and thought "I bet I know who's adopted this" - I was right.



Thanks (again) for rescuing another great mod!

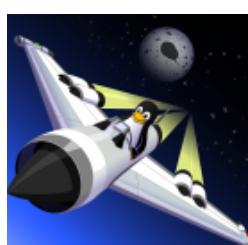


Quote



linuxgurugamer

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



Members

+ 12,091

15,474 posts

Location: At SpaceTux Industries HQ

Posted October 30, 2016

Report post



On 10/30/2016 at 4:45 PM, theersink said:



Here is the log with Real plume installed, nothing but SXT and its dependencies with realplume and its dependencies:

▶ Reveal hidden contents

Trying without Realplume now.

Looks like Realplume is the culprit. Without it the constant plume is gone.

Two things:

1. RealPlume seems to NOT have been updated since April 8.
2. The current thread for it (<http://forum.kerbalspaceprogram.com/index.php?/topic/130576-12x-realplume-stock-configs-continued-v0110-15102016>) seems to be talking about a significant number of issues with 1.2. I suggest you report this over there.



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/>



RoboRay

Rocket Surgeon



Members

1,347

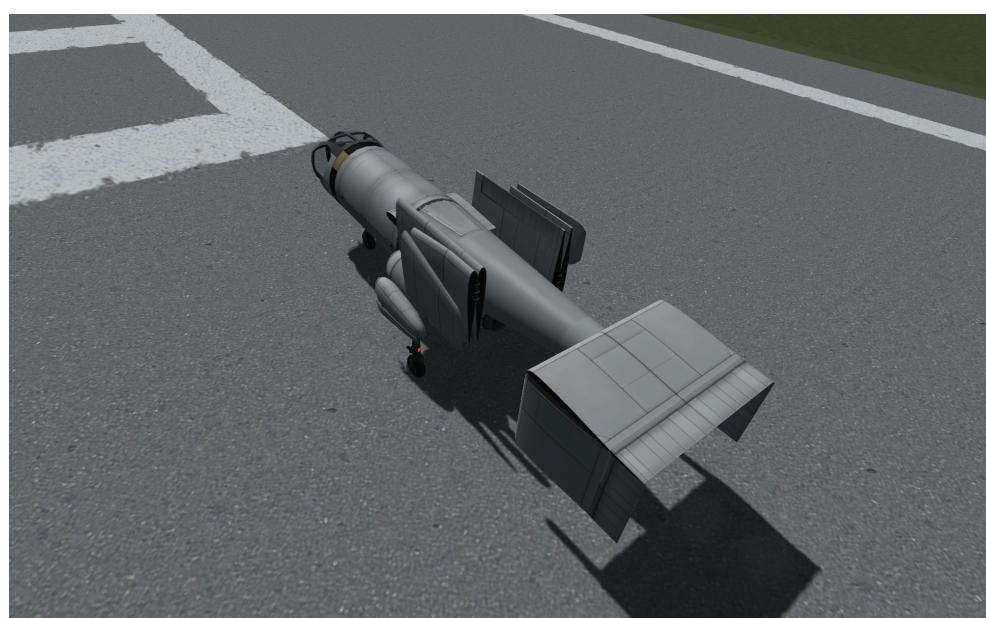
1,633 posts

Posted October 30, 2016 (edited)

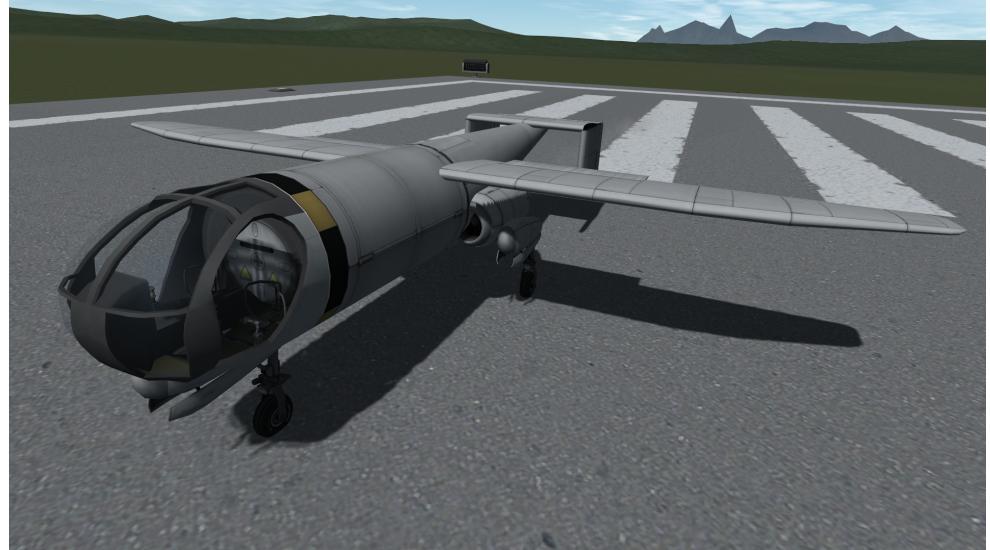
Report post



I'm finding the folding wing quite interesting...







Stall speed is about 15 m/sec, so it's got serious short-field capabilities... this picture is **after** the runway landing!

Edited October 30, 2016 by RoboRay

+ Quote

minepagan, linuxgurugamer, TedwinKnockman66 and 9 others like this



Beetlecat

Sr. Spacecraft Engineer



Members

+ 592

1,657 posts

Posted October 30, 2016

Report post



Plus that cockpit has to be my favorite in the whole game (well second to the KN-2, that is). Thank you for bringing it back 😊

+ Quote

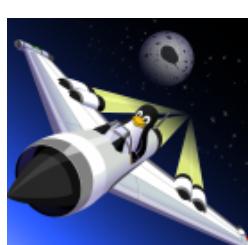


Onward!



linuxgurugamer

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



Posted October 31, 2016

Report post



I've fixed a few issues, and gotten the shock cones to animate properly.

Unless something major comes up, I'll be putting out an update tomorrow.

Members

+ 12,091

15,474 posts

Location: At SpaceTux

Industries HQ



Quote

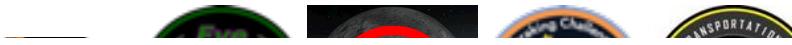


I stream on Twitch on Sunday evenings:

<https://www.twitch.tv/linuxgurugamer>

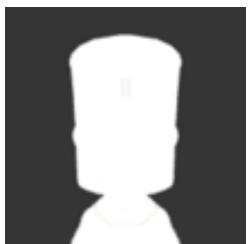
Read this BEFORE asking for

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



Dakota2063

Spacecraft Engineer



Members

+ 46

149 posts

Posted October 31, 2016

Report post



Thanks for updating this, these have always been beautiful parts. Just curious, are there any plans to update Lack Luster Labs box parts and do you need any help with those?

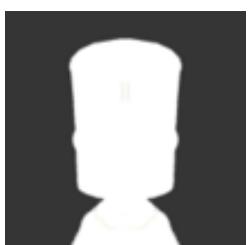


Quote



Sylver

Bottle Rocketeer



Members

+ 2

8 posts

Posted October 31, 2016

Report post



Yay a lot of parts to mess with!

And stockalike!



Quote

Fireheart318 likes this



linuxgurugamer

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



Posted October 31, 2016

Report post



On 10/31/2016 at 3:40 AM, Dakota2063 said:

Thanks for updating this, these have always been beautiful parts. Just curious, are there any plans to update Lack Luster Labs box parts and do you need



Members

⊕ 12,091

15,474 posts

Location: At SpaceTux
Industries HQ

any help with those?

LLL is next on my list. Contact me via PM if you want to help

I just updated the OP, forgot to thank @Deimos Rast for doing a lot of the early work in the update



Quote

adsii1970 and Drew Kerman like this



I stream on Twitch on Sunday evenings:

<https://www.twitch.tv/linuxgurugamer>

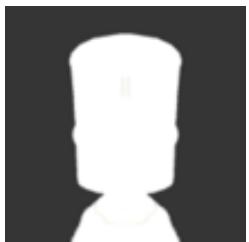
Read this BEFORE asking for

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



Sylver

Bottle Rocketeer



Members

⊕ 2

8 posts

Posted October 31, 2016

Report post



I noticed some weird things like:

- parts not in the right categories : Heat shields in aerodynamics instead of Thermal, cargo bays in Utility instead of Payloads, ect.
- duplication and move stock parts : The Mk0 liquid fuel fuselage is in Fuel tanks and aerodynamics

so its some things that, in my mind, should be fixed/changed



Quote



adsii1970

In-House Philosopher



Posted November 1, 2016

Report post



@linuxgurugamer : I've always loved these mods, the STX and LLL. Thank you so much for redoing them for us.



Quote



Moderator

⊕ 7,609

3,226 posts

Location: Just a figment of
your imagination - or worst
nightmare



1 2 3 4 5 6 NEXT » Page 1 of 25 ▾



Reply to this topic...



GO TO TOPIC LISTING

NEXT UNREAD TOPIC



Home > Add-ons > Add-on Releases >
[1.5.*, 1.6.*] SXT Continued

Unread Threads since my last visit

Mark site read

Language ▾ Theme ▾ Privacy Policy Contact Us

©2018 Take-Two Interactive Software, Inc.

Powered by Invision Community