



# [KSP V1.4.5] TAC Fuel Balancer v2.20

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By Z-Key Aerospace, May 7, 2016 in [Add-on Releases](#)

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## Z-Key Aerospace

Rocketry Enthusiast



Members

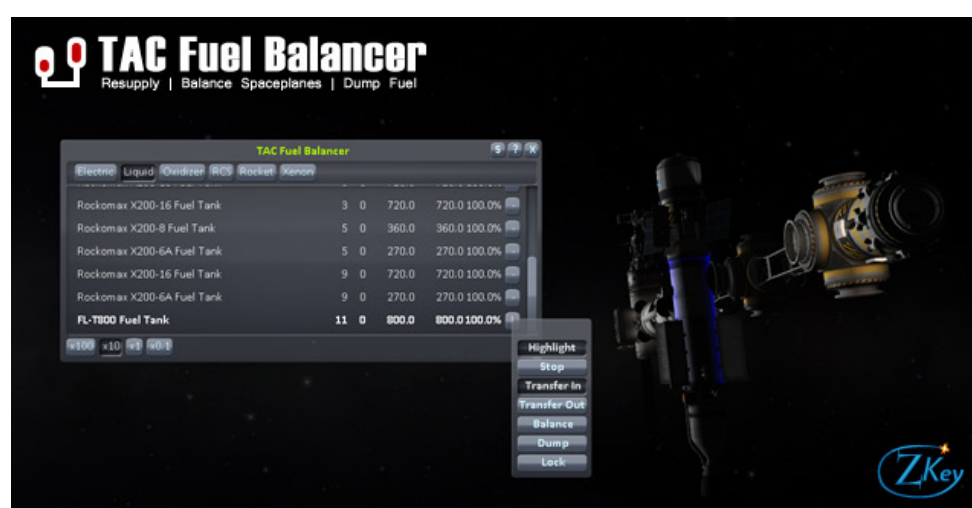
+ 369

206 posts

Location: Splashed at Kerbin's Shores

Posted May 7, 2016 (edited)

[Report post](#) 



## TAC Fuel Balancer

- Easily refuel from space stations.
- Keep your spaceplane or VTOL balanced.
- Dump spare fuel before re-entry.
- Lock and unlock tanks

This mod can transfer fuel, or other resources, between parts on the same vessel (including docked vehicles) from a simple GUI.

## Features

- Transfer a resource into a part, drawing an equal amount from each other part.
- Transfer a resource out of a part, transferring an equal amount into each other part.
- Enable balance mode to transfer a resource such that all parts are the same percentage full.
- Dump a resource out of a part. Note that the resource is lost, never to be found.
- Lock a part, so that none of the resource will be transferred into or out of the part.
- When still Pre launch (or Landed): edit the amount of a resource loaded in a part. Works on all resources, even solid rocket fuel.

Useful when you are flying along and need to quickly, and easily, transfer fuel from one tank to another. Or re-balance your fuel distribution to keep your centre of mass from getting too far out of whack.

## Downloads

Get it from **CKAN!**

Space Dock:

<http://spacedock.info/mod/640/TacFuelBalancer>

Current version:

<https://themoose.co.uk/ksp/TacFuelBalancer2.20.zip>

Previous versions:

<https://themoose.co.uk/ksp/downloads.html>

## Change Log

 **Reveal hidden contents**

**Source:** <https://github.com/thewebbooth/TacFuelBalancer>


**License:** This code is licensed under the Attribution-

NonCommercial-ShareAlike 3.0 (CC BY-NC-SA 3.0) creative commons license. See <http://creativecommons.org/licenses/by-nc-sa/3.0/legalcode> for full details. [Also see this.](#)

**KSP-AVC Support:** *"This mod includes version checking using MiniAVC. If you opt-in, it will use the Internet to check whether there is a new version available. Data is only read from the Internet and no personal information is sent. For a more comprehensive version checking experience, please download the KSP-AVC Plugin."*

**Attribution:** This build is fixed by me, Z-Key Aerospace. All bugs are my responsibility. Previously by TaranisElsu. Great design and coding is entirely due to TaranisElsu. Many thanks to AdamMil for his amazing contributions to this mod.

**Edited August 10, 2018 by Z-Key Aerospace**  
Publishing 2.20

 [Quote](#)

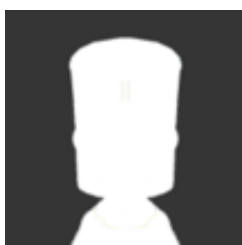
Gargamel, Torih, Nansuchao and 17 others like this



"There's no stopping us now"

**Veyed**

Newbie



Members

0

1 post

Posted May 7, 2016

[Report post](#) 

Thanks a lot for bringing it to 1.1.2!

Will try it with my new shuttle =)

 [Quote](#)



**gilflo**

Junior Rocket Scientist



Members

+ 208

1,055 posts

Posted May 7, 2016

Report post

Are you going to adapt AdamMil work to this TAC Fuel balancer version?

He did a great job! You can select many tanks together to "lock", "dump", "transfer";and so on...

You don't have to select them one by one any more and it's a great improvement on large ships..!



Quote



**Geschosskopf**

Director of Shanghaing Operations



Members

+ 6,633

7,464 posts

Location: Lousy Anna's armpit

Posted May 7, 2016

Report post

Thanks for taking this over!



Quote



-Geschosskopf -- NIHIL INIQUIVS QVAM ÆQVITATEM NIMIS INTENDERE



[I am a Kerbero](#)

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

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

**Z-Key Aerospace**

Rocketry Enthusiast



Posted May 8, 2016

Report post

I know I need to sort out the OP. It will be done.

At the moment I'm trying to get AdamMil's changes integrated. The news is that I have got a version compiling and running.



Members

+ 369

206 posts

Location: Splashed at Kerbin's Shores

Need to test it still. I'm in a rush, more later. Just wanted to let you know things are happening.



Quote

cyberpunkdreams, Jacke and Stone Blue like this



"There's no stopping us now"



**drtedastro**

Capsule Communicator



Members

+ 295

2,256 posts

Posted May 8, 2016

Report post

Thanks for taking this one over.

Has always been a trusted, needed and used mod.

Cheers.



Quote



**cyberpunkdreams**

Spacecraft Engineer



Members

+ 49

193 posts

Location: Cambridge, UK

Posted May 10, 2016

Report post

Stupid question time -- it's available to install using CKAN in KSP 1.1.2, but the listing says max version supported is 1.0.5? I guess that isn't actually relevant?



Quote



**Z-Key Aerospace**

Rocketry Enthusiast

Posted May 10, 2016

Report post

User AdamMil made a version of TAC Fuel Balancer that



Members

+ 369

206 posts

Location: Splashed at Kerbin's Shores

tries to figure out which tanks belong to which docked craft. It also has a better highlighting system, multiselect of tanks and list sorting. I have added his changes and bumped the version to V2.6.



Quote

cyberpunkdreams, Nansuchao and DeadManWalking

like this



"There's no stopping us now"

**AdamMil**

Bottle Rocketeer



Members

+ 23

52 posts

Posted May 11, 2016 (edited)

Report post



On 5/10/2016 at 7:48 PM, Z-Key Aerospace said:



User AdamMil made a version of TAC Fuel Balancer that tries to figure out which tanks belong to which docked craft. It also has a better highlighting system, multiselect of tanks and list sorting. I have added his changes and bumped the version to V2.6.

Great. :-) I haven't tried it out, but I'll update my posts to point to this thread.

Here's [the original post](#) I made describing my changes. Here's a short summary of the features. (See the linked post for a more detailed description.)

1. You can select multiple parts and apply an operation to all of them at once. The selection is done by clicking on the name, and it supports using Ctrl to add or remove parts to/from the selection and Shift to select a range, as well as Ctrl+Shift to add or remove a range to/from the selection. Shift-selection only works within a single resource. (If you have throttle controls bound to left shift and ctrl, you can use the ones on the right side of the keyboard.) You can also click the "Select All" button to select or deselect all parts in a resource.

2. You can select parts by ship, so if you dock a ship with a station or a tanker, you can easily move fuel into or out of all of the ship's tanks at once. You do this by alt-clicking on a part, in which case it'll select all the parts on the same ship. This can combine with Ctrl as well, to add or remove those parts to/from the selection. The mod determines where ships start and end by looking for docking bays.

3. You can select all parts of the same type, for instance all FL-T200 tanks. You can do this by alt-shift-clicking on a part. As usual, this combines with Ctrl to modify rather than replace the current selection.

4. You can sort and group the part list. This may combine well with range selection (i.e. click, shift-click) to choose the biggest, smallest, emptiest, or fullest tanks, etc. For instance, if you want to group by ship and sort by name within each group, you first sort by name and then sort by ship. (Basically, if you want to sort by columns X and then Y, choose them in reverse order, i.e. Y and then X, from the menu.)

5. I added experimental support for remembering settings when you switch between ships. It doesn't remember after you quit the game, only in the same session. Also, changes (e.g. balancing) will only be processed for the current ship.

6. I added support for transferring liquid fuel and oxidizer in the correct 9:11 proportions. This is implemented as a pseudo-fuel type called "Rocket" fuel, which only shows parts that support both liquid fuel and oxidizer. It should work as expected as long as the liquid fuel and oxidizer are in the right 9:11 proportions already. If they aren't, just balance them individually first.

7. There were other miscellaneous fixes and changes not worth mentioning here.

**Edited May 11, 2016 by AdamMil**



Quote



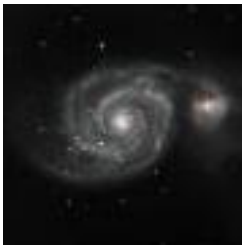
**drtedastro**

Capsule Communicator

Posted May 11, 2016

Report post





Members

+ 295

2,256 posts

Just wanted to say thanks for taking this mod over.

One of the essentials of the game.

Cheers.

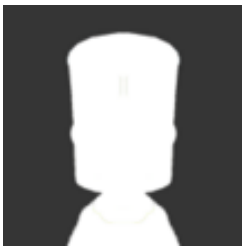


Quote



**Harusee**

KSP-TV Broadcaster



Members

+ 5

23 posts

Posted May 11, 2016

Report post

For those like myself that like to make vtol and do not like spending hours on "perfect" balance, Thank you!

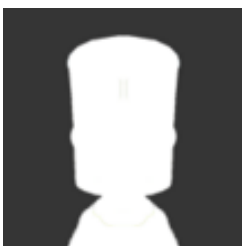


Quote



**gilflo**

Junior Rocket Scientist



Members

+ 208

1,055 posts

Posted May 11, 2016

Report post

Thank you for the work. This is a "must" in KSP!!!



Quote



**Galenmacil**

Semi-Professional KSP Player



Posted May 13, 2016

Report post

I am posting this here as I cannot find the thread related to the mod you also maintain: [x] - Science

There is an error in the log file when exiting the game:





Members

+ 141

245 posts

Location: KSP Folder

[WRN 17:28:55.303] [5/13/2016 5:28:55 PM [x] Science!]:  
<Info> (ScienceChecklistAddon) - Removing Button  
[WRN 17:28:55.303] [5/13/2016 5:28:55 PM [x] Science!]:  
<Info> (ScienceChecklistAddon) - Removing Callbacks  
[WRN 17:28:55.303] [5/13/2016 5:28:55 PM [x] Science!]:  
<Info> (ScienceChecklistAddon) - Removing Coroutines  
[EXC 17:28:55.304] NullReferenceException  
ScienceChecklist.ScienceChecklistAddon.Unload ()  
EventVoid.Fire ()  
KSP.UI.Screens.ApplicationLauncher.OnDestroy ()



Quote



**taniwha**

Construction Gingerbeer



Members

+ 2,102

3,581 posts

Posted May 18, 2016

Report post

I always forget about this mod, until I get my base/station up and running and need to transfer a lot of resources. TAC FB has always been a life-saver with EL (and actually, I followed TaranisElsu's lead for EL's resource transfer code (but it's all internal, not usable directly by the user)).



Quote



Leave others their otherness. -- Aratak



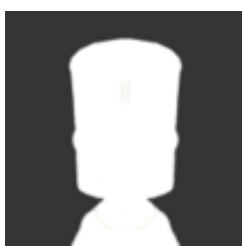
There is no can't. -- Duun

It's better to have it and not need it than to need it and not have it. -- taniwha

[Support me on patreon.](#)

**Jansn67**

Spacecraft Engineer



Members

+ 17

112 posts

Posted May 18, 2016 (edited)

Report post

The new feature/button "Rocket" (and of course "Sort") is so much incredible good.

Exactly what i missed in the past.

THANK YOU very much for that mod.



On 5/18/2016 at 10:44 AM, taniwha said:



... need to transfer a lot of resources. TAC FB has

always been a life-saver with EL.

Aha, for what else it is good :-) ?

Edited May 18, 2016 by Jansn67



Quote



## AdamMil

Bottle Rocketeer



Members

+ 23

52 posts

Posted May 18, 2016

Report post



On 5/18/2016 at 1:54 PM, Jansn67 said:



The new feature/button "Rocket" (and of course "Sort") is so much incredible good.

I'm glad you find them useful. [See above](#) for more of those features, if you're new to them.



Quote

Jansn67 likes this



## Jansn67

Spacecraft Engineer



Members

+ 17

112 posts

Posted May 19, 2016

Report post



On 5/18/2016 at 11:53 PM, AdamMil said:



I'm glad you find them useful. [See above](#) for more of those features, if you're new to them.

Oh thanks, didnt recognize that post till now.

Must see if i can include them into my style of using/playing.. :-)



Quote



## Gordon Dry

Agnostic with two eyes



Posted May 24, 2016 (edited)

Report post

Does it support only predefined resource types or all



Members

+ 482

2,949 posts

Location: The Hanse was here

resources that are "transferable"?

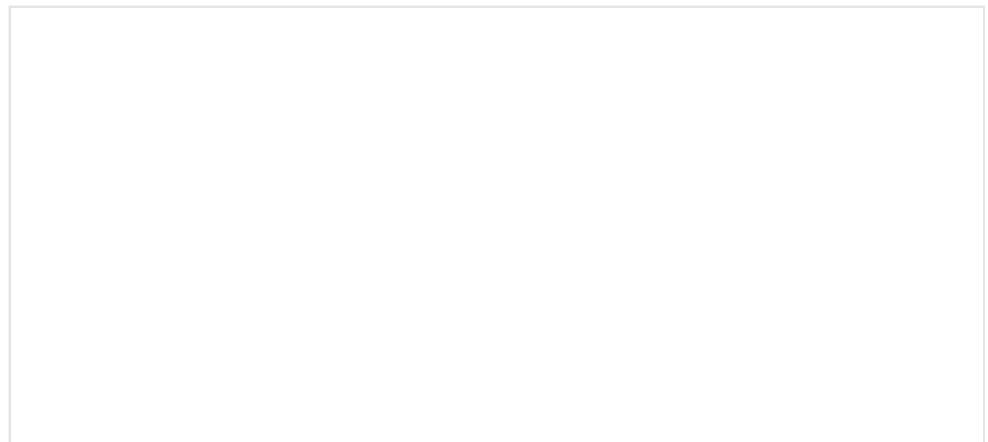
I'm especially interested in DepletedFuel, EnrichedUranium and FusionPellets.

Edit:

I got it, the fuel types are NO\_FLOW or something, so - NO

(but why the heck should an unmanned interplanetary (not mini) probe that got a reactor be maintained by a Kerbal?)

But whatever, I got a question about an issue with the "Supernova Fusion Engine" from



I just added TAC Fuel Balancer just to see IF I can transfer DepletedFuel etc.

Now I got this issue ...

Edited May 24, 2016 by Gordon Dry



Quote



KSP 1.8.1 +Serenity @ Windows 10 Pro x64 @ 16 GB @ no parameter

What actually™ (+/- a day or so) is inside my [GameData\zFinal\](#) folder? | Put in KSP root folder: delete MM Cache and PartDatabase cmd and find

AdamMil

Bottle Rocketeer



Posted May 24, 2016

Report post



On 5/24/2016 at 4:06 PM, Gordon Dry said:



Does it support only predefined resource types or all



Members

+ 23

52 posts

resources that are "transferable"?

It's not limited to a predefined set of resource types, but as you discovered it doesn't let you transfer solid fuel around.



Quote



## Gordon Dry

Agnostic with two eyes



Members

+ 482

2,949 posts

Location: The Hanse was here

Posted May 25, 2016

Report post



On 5/24/2016 at 11:12 PM, AdamMil said:



It's not limited to a predefined set of resource types, but as you discovered it doesn't let you transfer solid fuel around.

Now it can.



Reveal hidden contents



Quote

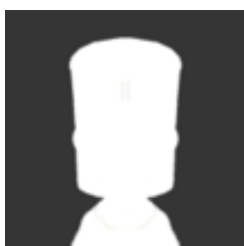


**KSP 1.8.1 +Serenity** @ Windows 10 Pro x64 @ 16 GB @ no parameter

What actually<sup>TM</sup> (+/- a day or so) is inside my GameData\zFinal\ folder? | Put in KSP root folder: delete MM Cache and PartDatabase cmd and find

## Bishop149

Sr. Spacecraft Engineer



Posted May 25, 2016

Report post



Ooo lovely, I had this one filed under "dead", I guess I can revive it now.

Ta very much!

Members  
+ 78  
402 posts

+ Quote



## Gordon Dry

Agnostic with two eyes



Members  
+ 482

2,949 posts

Location: The Hanse was here

Posted May 27, 2016 (edited)

Report post

I had an issue, but only once.

I also use GPOSpeedFuelPump and have set everything up in VAB.

I didn't set up TAC Fuel Switch yet on the launchpad and launched the vessel.

There are boosters with the same mixture of KeroLox around the first stage, GPO pumping down from them so they empty first.

But now all was balanced - the game HUD stage symbols showed the same amount of fuel for all engines, but the context menus of the parts showed as it should be.

As the boosters' context menu showed "empty", I detached them, but they still got fuel in them and fired upwards.

Edit:

a screenshot to show what I mean

➤ Reveal hidden contents

Edited May 28, 2016 by Gordon Dry

+ Quote



KSP 1.8.1 +Serenity @ Windows 10 Pro x64 @ 16 GB @ no parameter

What actually™ (+/- a day or so) is inside my  
[GameData\zFinal\](#) folder? | Put in KSP root folder:

Gordon Dry

Agnostic with two eyes



Members

+ 482

2,949 posts

Location: The Hanse was here

Posted May 27, 2016

Report post

The setup from inside the flight mode is not remembered when I go back to SPC and then back to the vessel...



Quote

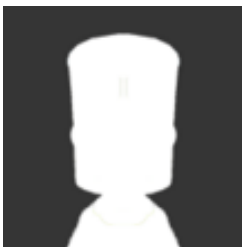


KSP 1.8.1 +Serenity @ Windows 10 Pro x64 @ 16 GB @ no parameter

What actually™ (+/- a day or so) is inside my [GameData\zFinal\](#) folder? | Put in KSP root folder: delete MM Cache and PartDatabase cmd and find

Demonfchina

Newbie



Members

0

3 posts

Posted May 27, 2016

Report post

I cant believe that you update it 5555



Quote



Gordon Dry

Agnostic with two eyes



Members

+ 482

2,949 posts

Location: The Hanse was here

Posted June 2, 2016

Report post

When the fps is low I have to press the button multiple times in a row because the window closes immediately after it opened ... until it stays open finally



Quote



KSP 1.8.1 +Serenity @ Windows 10 Pro x64 @ 16 GB @ no parameter

What actually™ (+/- a day or so) is inside my

[GameData\zFinal\](#) folder? | Put in KSP root folder:  
delete MM Cache and PartDatabase.cmd and find

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