

[1.8.x, 1.9.x] Tracking Lights

By [linuxgurugamer](#),
March 20, 2020 in Add-on Releases

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linuxgurugamer
Waiting to be rescued!

Posted March 20, 2020 (edited)

Forum user [REDACTED] made this a few years ago at my request, and then did a very nice update. For now he has

stepped back and gave me permission to adopt it. As always, if he comes back I'll be very happy to return it to him. I have an original thread is here: <https://forum.kerbalspaceprogram.com/index.php?topic/164677-17-tracking-lights/>

About

This is a new version of the old 'Launch Pad Lamp' mod I (@Trollception) had previously released. This new version is closer to what I had originally intended when I started this mod 2 years ago as it now includes the tracking functionality.

Features

- Spotlight can track the active vessel or current target
- Tracking can be disabled or enabled per light
- Light parameters can be modified in flight via the right click action menu (color, spotlight cone angle, intensity, range)
- New emissive animation for the Launch Spotlight
- Updated materials to use KSP mapped shader
- New M.T.S. LED tracking spotlight (smaller LED version intended for use on crafts or for docking assistance)

Note: The intensity and range values allow for some extreme values. The intention is these lights could be used for ambient lighting around a base or by lighting up distant terrain.

Reviewed by Kottabos Games

Availability

- Download: <https://spacedock.info/mod/2369/TrackingLights>
- Source code: <https://github.com/linuxgurugamer/TrackingLights>
- License: [CC BY-NC-SA 3.0](#)

Edited March 15 by linuxgurugamer

Quote

ssd21345, zer0Kerbal, pmborg and 7 others like this


I stream on Twitch: <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/>

theJesusuit

Posted March 20, 2020

...




linuxgurugamer

Members

257

453 posts

Cool, gonna add one to my Minmus ISRU base so I can keep an eye on those engineers on EVA 

+

Quote

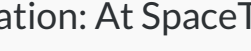
Add size filters and sub-categories to Filter Extensions: [Moir Filter Extension Configs](#)

Get nice looking reentry visual effects: [Reentry Particle Effect Renewed](#)

Author

...

Waiting to be rescued:




My goal is to set up a whole suite of lights to mimic the lighting system that NASA had for the Saturn V launches back in the 60's and 70's

+ Quote zerKerbal and leatherneck6017 like this


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leatherneck6017

Tinkrer
●●●




Members
🟢 257
453 posts

Posted March 20, 2020 ***

This is... fantastic! Super useful for my ISRU base and I can see other handy uses. For those of you that are curious, here's a short video I just clipped:


👁 [Reveal hidden contents](#)

Beetlecat, Nightside, OrbitalManeuvers and 1 other like this



zser0Kerbal
Capsule Communicator
●●●●●●

Posted March 21, 2020
congrats on the release!



Members

1,141

1,898 posts

Quote

"I usually don't ask if it is possible, rather I hit it with a big enough hammer to make it work. — Jeb

they are already on a path to unavoidable, unmitigated doom; that it is not a matter of if, but when, they will crash in a way that would make Jeb gloriously feeble-minded in envious, joyous awe...

donations now accepted through KerbalPal for

pmborg

Posted March 21, 2020

Pilot & Sofa Spacecraft
Engineer

Members
+350
822 posts
Location: Europa

On 3/20/2020 at 3:34 PM, linuxgurugamer said:

My goal is to set up a whole suite of lights to mimic the lighting system that NASA had for the Saturn V launches back in the 60's and 70's

Hello [redacted]

This comes in handy, once I am doing now some "Saturn V" based vehicles 🙏

I will test now this version in order to check how will be a night Launch, today I posted a video (PART I) in "[The Daily Kerbal](#)"

but the launch is very dark, another-thing very useful is for rendezvous also in dark side of the Moon.


+ Quote

Developer of [SpaceX-RO-Falcons](#)

Daniel Prates
Senior Rocket Scientist

Posted March 21, 2020


On 3/20/2020 at 3:34 PM, linuxgurugamer said:




My goal is to set up a whole suite of lights to mimic the lighting system that NASA had for the Saturn V launches back in the 60's and 70's

Looks great for cosmetic and practical reasons during launches. Think of the videos!

I would place a beacon on top of a surface outpost, to aid dark side landings and excursions. Can it be set in advance from the outpost, so that when I am controlling another craft (the landing one in this case) it will automatically detect me and chase me?

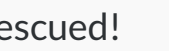

 Quote



linuxgurugamer

Waiting to be rescued!

•••••



Members

17,761

20,656 posts

Location: At SpaceTux

Posted March 24, 2020


New release, 0.0.2.1

- Fixed bad KIS patch in MM-KIS.cfg

+

Quote

zer0Kerbal and Drew Kerman like this




I stream on Twitch: <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/>

Sr. Spacecraft Engineer

● ● ●



Members

54

277 posts

This is an excellent mod. Very useful, compared to the stock lights.

I did find a minor problem, though:

The tracking light spasms the log every half a second or so. Turning it off does nothing. I did get a kerbal out and disassemble one of the tracking lights and the log spam ended. I didn't notice any fps drop, but still, this can't be healthy.

<https://easyupload.io/g6l15o>

<https://imgur.com/a/YQSWetQ>

A second problem I found later: teh MTS light does not remember the color you have set between scene changes. I mean it remembers the numbers, but until you tinkle with it the projected color is always white after a scene change.

Edited September 17, 2020 by Nicky21

Spaccraft Engineer

On 9/6/2020 at 8:09 AM, Nicky21 said:

A second problem I found later: teh MTS light does not remember the color you have set between scene changes. I mean it remebers the numbers, but until you tinkle with it the projected color is always white after a scene change.


I am finishing up a slight refresh of the mod code, including a fix for that problem and some other minor features I wanted personally should I submit a PR when finished?

personality, should I submit an "I wish I wished" type of post?

Also if anyone else is interested in this mod functionality, I would "love" to help with getting more tracking lights going - similar "headlamp" types, stack-style with a point light moving around the edge etc. But I have no experience with modelling and Unity scene setup, so probably not going to add anything made from scratch by myself any time soon. Can script it up no prob though.

 Quote

Beetlecat, theJesuit and linuxgurugamer like this



Members

+17,761

20,656 posts

Location: At SpaceTux Industries HQ

On 3/14/2021 at 8:57 PM, dzikulkula said:

finishing up a slight refresh of the mod code, including a fix for that problem and some other minor features I wanted personally, should I submit a PR when finished [REDACTED]?











Absolutely, thank you.

Ping me when you do submit it so i dont miss it

+ Quote

I stream on Twitch: <https://www.twitch.tv/linuxeruiamer>

[Read this BEFORE asking for support: http://forum.kerbalspaceprogram.com/index.php?topic/83212-how-to-get-support-read-first/](http://forum.kerbalspaceprogram.com/index.php?topic/83212-how-to-get-support-read-first/)

dzikakulka
 Spacecraft Engineer

Posted March 15

On 3/15/2021 at 12:38 AM, linuxgurugamer said:

Absolutely, thank you.


Ping me when you do submit it so i dont miss it

Members 22
176 posts

Done, <https://github.com/linuxgurugamer/TrackingLights/pull/1>

If anyone would like to help testing before release tag (I am playing with it and it's not really super complicated, but subtle stuff can get missed), ping or PM me and I can provide a .zip. I've posted a suggested changelog in the PR if you'd like to see what's changed.

 Quote

Tacombel
Spacecraft Engineer
● ● ●

Members
● 69

Posted March 15

Hi [REDACTED] the video in the QP is about Custom Parachute message, not this mod.

Greetings.


+ Quote

227 posts

linuxgurugamer

Waiting to be rescued!

●●●●●



Members

17,761

Posted March 15 (edited)

Author

...

On 3/15/2021 at 6:38 AM, Tacombel said:

Hi [REDACTED] the video in the OP is about Custom Parachute message, not this mod.

Greetings.

Thats really odd, that a very new video and the op was posted years ago.

Thanks for the heads up, ill not find it.

20,656 posts
Location: At SpaceTux Industries HQ

Thanks for the heads up, in get it fixed


Edit: Fixed

Edited March 15 by linuxgurugamer

 Quote Tacombel likes this

I stream on Twitch: <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/>

A screenshot of a forum post. At the top, there is a row of nine circular icons: a purple alien, a red alien, a blue alien, a green alien, a yellow alien, a blue alien, a green alien, a yellow alien, and a blue alien. Below the icons is a text box containing the text "4 weeks later...". Below the text box is the user's name "maxigen" in bold, followed by "Newbie" and a small black circle. To the right of the user's name is the text "Posted 14 hours ago" and "Hij!". To the right of the text "Hij!" is a small black circle. Below the text "Hij!" is the text "Great mod! Is it possible to make it RQ (or RP-1) compatible please?".



Members


+1

3 posts

+

Quote

Spaceman.Spiff likes this



Spaceman.Spiff

Intergalactic Explorer


Extraordinaire!

●●●●

Posted 14 hours ago

🗨 14 hours ago, maxigen said:

Hi!



Members

1,035

776 posts

Location: Struggling with the controls of a damaged spacecraft

Great mod! Is it possible to make it RQ (or RP-1) compatible please?


Have you tried it with RQ?


If so, what doesn't work?

+

Quote

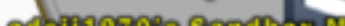
Stone Blue likes this





maxigen

Newbie



Using KSP 1.8.1 with RO/RP

Posted 3 hours ago (edited)

Yes, the parts appear in the research node that is for non-RO/non-RP and tagged as "orphan".

Obviously, the parts are not visible in the VAB.

Members
1
3 posts


Is there a way to "mark" the parts as BQ-compatible, so they appear in their designated node, even if the stats will be incorrect?

Regards

Edited 2 hours ago by maxigen

Added game version

+ Quote



Linuxgurugamer

Waiting to be rescued!

●●●●●

Members

17,761

20,656 posts

Location: At SpaceTux Industries HQ

Posted 3 minutes ago

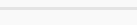
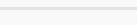
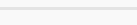
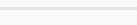
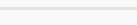
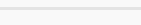
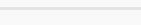
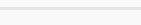
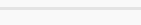
This is an issue with RQ, not this mod. Please ask them for help.

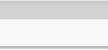
+

Quote

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