Home > Add-ons > Add-on Releases > [1.7] - Tracking Lights

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[1.7] - Tracking Lights

adjustable | light | spotlight | tracking

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By Trolllception, August 21, 2017 in Add-on Releases

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Trolllception
Spacecraft Engineer
Members
73
205 posts

Posted August 21, 2017 (edited)

About

This is a new version of the old 'Launch Pad Lamp' mod I 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 M7.5. 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 for lighting up distant terrain.

Download Link

Download Tracking Lights 1.0

Screenshots

Imgur Album

GitHub

https://github.com/dnrorc/TrackingLights

License

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Edited May 12, 2019 by Trolllception
Mod updated with new name and new content

Quote

You, Stone Blue, drtedastro and 23 others like this

drtedastro
Capsule Communicator
Members
299
2,257 posts

Posted August 22, 2017

Looks kool.

Nice work and congrates.

Cheers.

Quote

Leo_G.
Curious George
Members
12
41 posts

Posted August 25, 2017

Very nice mod! Found it via KottatosGames review on YouTube.

Just wondering if this mod is hosted on GitHub? If not, would you consider doing so, as a public repository? I'd really like to get it submitted to CKAN so everyone can enjoy it, and that's the easiest way to maintain (and update) it for everyone involved. I suspect that if you're competent to write the mod, you already know about GitHub, but if not, PM me and I'll help you out with the process and do all the work to get this wonderful gem into CKAN.

Regards,

Mo

Quote

Trolllception likes this

Trolllception
Spacecraft Engineer
Members
73
205 posts

Posted August 25, 2017 | Author

> On 8/25/2017 at 2:23 PM, Leo_G. said:
>
> Very nice mod! Found it via KottatosGames review on YouTube.
>
> Just wondering if this mod is hosted on GitHub? If not, would you consider doing so, as a public repository? I'd really like to get it submitted to CKAN so everyone can enjoy it, and that's the easiest way to maintain (and update) it for everyone involved. I suspect that if you're competent to write the mod, you already know about GitHub, but if not, PM me and I'll help you out with the process and do all the work to get this wonderful gem into CKAN.
>
> Expand

PM Sent. Lets get this on CKAN. Makes it easier for me to add it to my installs anyways as I am an avid CKAN fan.

Quote

Stone Blue
Junior Rocket Scientist
Members
2,015
4,380 posts

Posted August 26, 2017

> On 8/25/2017 at 9:14 PM, Trolllception said:
>
> Lets get this on CKAN. Makes it easier for me to add it to my installs anyways as I am an avid CKAN fan.

Any chance to get it hosted on SpaceDock.info for those of us who do manual installs instead of CKAN?

Not sure how it works, but i believe SpaceDock has CKAN integration, so if opted in during initial publication, i think CKAN gets automagically updated when an update is also posted on SD... vOv

Quote

SpannerMonkey(smce)
Awaiting repair
Members
1030
3,689 posts

Posted August 26, 2017

[redacted] Congratulations on releasing the mod, but most of all sticking at it and making a vague idea real. Nice work

Quote

Trolllception and TheFlagingIrishman like this

SM Armory 1.4.x | SM AFV's 1.4.x | SM Marine 1.4.x | Large Boat Parts, Modern and WW2 1.4.x | SM Stryker Armory and Aerospace 1.4.x | SM CRT and F 1.4.x | SM_Static (replaces etc.
SM Small Arms coming soon
(How to get support)

Violet_Wyvern
Rocketry Enthusiast
Members
102
80 posts
Location: Inside in KSC somewhere

Posted August 29, 2017

A little suggestion for you, make the spotlight able to control by mouse (like a BDArmory turret but for a spotlight). It's will be very convenient to use as a searchlight...

Quote

PmThay likes this

Lone Star
Bottle Rocketeer
Members
9
8 posts
Location: Stationed in Colorado Springs

Posted September 6, 2017

This looks cool. I like the idea of a portable spotlight. Do you have plans, or is there even a way, to have it rotate on it's own once placed? When I saw this on Kotobox, my first thought was that this would be amazing as the rotating spotlights that you see on Air Traffic Control towers.

Really neat mod. Can't wait to see the rest of what your doing with this.

Quote

1 month later...

Ursu Mare
Bottle Rocketeer
Members
14
16 posts

Posted October 10, 2017 (edited)

Hi, just installed this mod and will begin testing it shortly.

A long time ago, (in a galaxy far, far away) there was a searchlight by @BahamutoD that was able to track the mouse movement or a target vessel. That would be nice to implement here as that mod was last updated for 1.0.5 (also contained a nice six legged crawler). A tracking searchlight would be a great addition to any vehicle working in the dark.

Edited October 10, 2017 by Ursu Mare
removed useless words :P

Quote

PmThay likes this

1 year later...

PmThay
Kerbal explorer
Members
49
129 posts
Location: Portugal

Posted February 11, 2019

It works fine in KSP 1.6.1

Quote

1 month later...

Trolllception
Spacecraft Engineer
Members
73
205 posts

Posted April 5, 2019 (edited) | Author

> On 10/10/2017 at 7:57 AM, Ursu Mare said:
>
> A long time ago, (in a galaxy far, far away) there was a searchlight by @BahamutoD that was able to track the mouse movement or a target vessel. That would be nice to implement here as that mod was last updated for 1.0.5 (also contained a nice six legged crawler). A tracking searchlight would be a great addition to any vehicle working in the dark.

This is currently in development. I installed KSP 1.6.1 again and within 2 hours I had the itch to start nodding again. Also a good opportunity to practice my C# skills I've been learning. I have my spotlight tracking but I need to work out some more specifics to the plugin. I may create some additional smaller spotlights.

Edited April 5, 2019 by Trolllception

Quote

PmThay and zer0Kerbal like this

1 month later...

Trolllception
Spacecraft Engineer
Members
73
205 posts

Posted May 12, 2019 | Author

I have completed a new version of this mod called Tracking Lights. I have tested it thoroughly but if I missed any bugs/issues please let me know. Also open to any suggestions or comments! Enjoy

Quote

zer0Kerbal, PmThay and Stre5 like this

zer0Kerbal
Capsule Communicator
Members
1,141
1,898 posts

Posted May 14, 2019

[redacted] hope you don't mind, submitted several minor patches via PR

Quote

Trolllception likes this

> "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 feebleminded in envious, joyous awe...

donations now accepted through KerbalPal for

Trolllception
Spacecraft Engineer
Members
73
205 posts

Posted May 16, 2019 (edited) | Author

> On 5/14/2019 at 8:52 AM, zer0Kerbal said:
>
> [redacted] hope you don't mind, submitted several minor patches via PR
>
> Thanks for the PR! I have gone ahead and merged your changes in with some minor formatting changes to the files. I may wait until the weekend is over to push another release since I will probably do some more play testing to see if there are any additional changes I want to make. I was considering adding the ability for the Spotlight to track the mouse cursor as it was suggested previously.
>
> Edit: A little delayed with getting a new update pushed out. I've had a couple weddings to attend recently so my weekends have been busy.
>
> Edited May 30, 2019 by Trolllception

Quote

zer0Kerbal likes this

zer0Kerbal
Capsule Communicator
Members
1,141
1,898 posts

Posted May 16, 2019 (edited)

> On 5/16/2019 at 11:36 AM, Trolllception said:
>
> Thanks for the PR! I have gone ahead and merged your changes in with some minor formatting changes to the files. I may wait until the weekend is over to push another release since I will probably do some more play testing to see if there are any additional changes I want to make. I was considering adding the ability for the Spotlight to track the mouse cursor as it was suggested previously.

You are welcome. Hopefully they help and are correct.

mouse tracking sounds fun

Edited May 16, 2019 by zer0Kerbal

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 feebleminded in envious, joyous awe...

donations now accepted through KerbalPal for

Daniel Prates
Senior Rocket Scientist
Members
534
1,101 posts

Posted May 17, 2019

Hey, great mod! A lot of help when landing craft in that dark-side moon outpost.

Quote

Trolllception likes this

5 months later...

The Destroyer
Flight Director
Members
649
3,390 posts

Posted October 25, 2019

I'm surprised this mod hasn't received more attention - it's awesome! Thank you.

Quote

JeffreyCor likes this

Awesome gif by TheFighterC4:

Crewed Lunar landing in 1957 in RSS/RO/RP1!

This thread is quite old. Please consider starting a new thread rather than reviving this one.

Reply to this topic...

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