

Kerbal Space Program - Feedback #18996

Custom Mission Pack functionality

05/21/2018 12:01 AM - jclovis3

Status:	New		
Severity:	Low		
Assignee:			
Category:	Application		
Target version:			
Version:	1.4.3	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Making History		

Description

A lot of people want to know, how do you create a Mission Pack. It's not explained in the Wiki nor do any of the buttons in the game suggest an option to define a mission pack. All you get in a mission briefing is the ability to select one once it is defined.

Well, through some research, and help with the forums, I was pointed to the GameData\SquadExpansion\MakingHistory\Missions\MissionPacks.cfg file to use as a guide. Yes, I was finally able to create a mission pack, but the file had to be named MissionPacks.cfg and not any other. The file had to be located in the Missions folder along with all the other player created missions. So how do I export a set of missions together in a mission pack that another player can import without it overwriting any existing MissionPacks.cfg file they might have received from another player (or their own)?

There should be an option in the game that handles this file so you can import missions and have them added to your mission pack file. This feature should allow you to assign the "order" of listed mission packs so there is no conflict between one person's "order = 1" and another person doing the same thing. I mean, if the MissionPacks.cfg file is to be common for all Community Missions, then it shouldn't be modified by the creator of a mission, only the person installing it on their computer (at least as far as the order is concerned).

I can see maybe importing a mission with the packName attribute being a way to ensure an entry is created in the config file, but it doesn't include the string for the Display Name, which is only included in the config file. It would seem that the player wishing to receive the mission pack would have to know to append new data to their existing file and edit the order of the listing to suit their desires, but at the moment this is not well known among most players.

Is mission pack building a feature that was planned for a future release and only added to the mission briefing as a place holder for when it is added? Will we be seeing any updates with the Wiki on the organization of player created and distributed missions using mission packs? Will mission packs be intended for passing data from one mission to another, such as the state of any craft the player may have built or used? What about funds and Kerbal experience?

History

#1 - 05/21/2018 12:42 AM - jclovis3

I discovered the MissionPacks.cfg file can be placed in each mission folder along with the persistent.mission file and it will still be read. This clears things up quite a bit.