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The Kerbin submarine circumnavigation challenge

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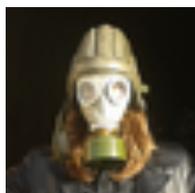
By Fluburtur, November 10, 2015 in Challenges & Mission ideas



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Fluburtur

Submarine guru



Members

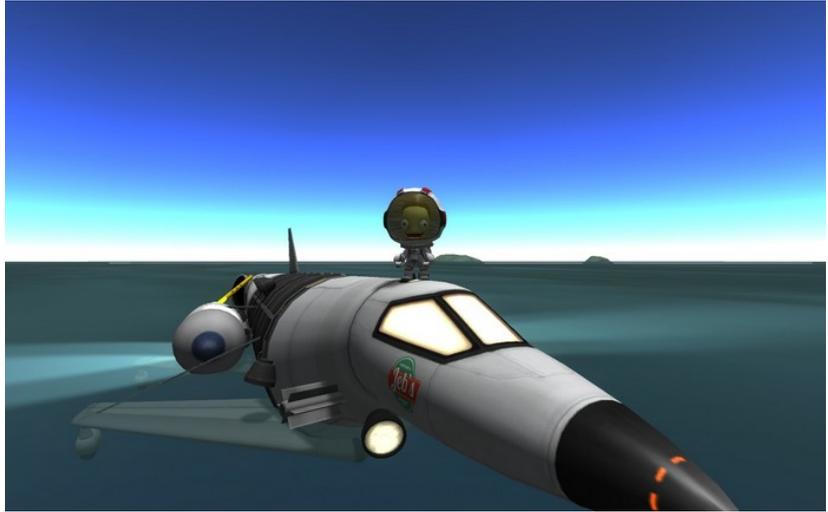
+ 119

198 posts

Posted November 10, 2015 (edited)



Welcome to the Kerbin submarine circumnavigation challenge!



What is this? Well like the title says you have to sail around Kerbin in a submarine (or optionally a boat) following the map below



There is a little bit of everything here, open sea sailing, deep dive in the crater and a lot of coast following.

Rules:

Well, you just have to do it. No hyperedit or such of course except for getting in the water directly at the end of the runway.

You must play as stock as possible for the challenge.

Don't touch land (you can still touch the bottom of the ocean)

You must tell me the name of your glorious submarine, what category you are entered for and how many passengers you have on board.

Mods allowed:

Any esthetics mods

Mechjeb as long as it doesn't pilot for you

Parts mod as long as it's fair (no OP props or balast)

I would encourage you to use [Peristent Trails](#)

Surprisingly enough you can use KerbinSide, if you don't wanna have a flight around the planet just to drop some fuel.

What you must not have: Pretty much everything that changes hydrodynamics

What you should absolutely do:

Have a map or something like that so we can follow your path (ex: screenshots in map mode linked together)

Have refuel mission (like dropping a fuel tank from a plane near your surfaced submarine, and please do a screen to show your epicness) you may do this the way you want, but again no cheats.

Have fun, do nice reports like [those](#)

Categories:

Heavier than water:

Lighter than water:

-[Fluburtur](#) underway with KS60 Seal. Crew: 1

-[Lego8_bit](#) with Gargantua refuel-er. Crew: 16

Boat:

I dont' know how to do the scoreboard, it could be based on mission time and distance with maybe a multiplier for epic refuelling or stuff like that, tell me how I should do it.

You can submit mods that add ore under the oceans but

everyone should use the same if you do, you can also submit a path for Laythe or alternate paths for Kerbin (which will be noted "alt path n" in the scoreboard)

That is about everything, this is the first challenge I make so it's maybe not perfect and I might change stuff along the way but hopefully we can have fun with this because I will be doing it with you. Feel free to suggest stuff 🤖

EDIT: Here is the promised badge, I used [this image](#) as a base



Edited November 19, 2015 by Fluburtur

dragonaether

Bottle Rocketeer



Members

+ 16

27 posts

Posted November 10, 2015



Hi, I'm new here, I would like really to enjoy this challenge, but two things.

1. Can I use waypoint manager to make easier follow the trail?
2. I think put a buoy every 10km is impossible, to short distance, for a very very long distance. The refuel is OK, but the buoy every 10km isn't possible.

And I think it's better do a video for this thing.

Fluburtur

Submarine guru



Posted November 10, 2015 (edited)



- 1) Yes, you can put markers and stuff like that to plan your



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travel

2)You should don't mean you have too, it would be nice but other ways to see your path are fine too and a video is also a good idea.

I added a link to the [Persistent Trails](#) mod in the main post.

Edited November 10, 2015 by Fluburtur

Bubbadevlin

Pro Noob



Members

+ 773

507 posts

Posted November 10, 2015



Cool idea, but I HIGHLY suggest you change that distance per buoy to like 25-30 km. You would be surprised how many you get on something like that mission (I had 25km flag makers for my eclano challenge, and with only the land it was like 90 something)

Fluburtur

Submarine guru



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Posted November 10, 2015



The buoys is just a suggestion, you can use whatever you want to trace your journey, even nothing at all but it's not recommended.

dragonaether

Bottle Rocketeer

Posted November 11, 2015





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OK, thank you, I will drop a buoy every 50km, I will use a decoupler as bouy, it's OK? Or I must do something with a little antenna?

For the refueling this will be a difficult thing, but it's nessary

SpaceplaneAddict

Addicted to Spaceplanes.



Members

+ 1271

2294 posts

Location: Alberta, Peace River

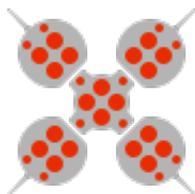
Posted November 11, 2015



I can use sorcery to plant flags underwater.

Teilnehmer

Spacecraft Engineer



Members

+ 231

470 posts

Location: Earth → Russia →
Novosibirsk

Posted November 11, 2015



Need a diving bells mod!

Fluburtur

Submarine guru



Members

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Posted November 11, 2015



SpaceplaneAddict said:

I can use sorcery to plant flags underwater.

Calms down Merlin, I don't know what kind of black magic this is but it must be [way to powerful](#) for a simple man.

As for buoys it's entirely up to you how to use them.

Fluburtur

Submarine guru



Members

+ 119

198 posts

Posted November 11, 2015



First step of the challenge done, you can find the mission report [here](#)

SpaceplaneAddict

Addicted to Spaceplanes.



Members

+ 1271

2294 posts

Location: Alberta, Peace River

Posted November 11, 2015



Fluburtur
Submarine guru

●●●



Members
+ 119
198 posts

Posted November 11, 2015 ↗

Stop that wizard

AdrianK.
Automotive Engineer

●●●



Members
+ 127
125 posts
Location: Lørenskog, Norway

Posted November 11, 2015 ↗

I am going to attempt this challenge now 🤖 Awesome idea i will post everything on imgur and post a link here 🤖

Fluburtur
Submarine guru

●●●



Members
+ 119

Posted November 11, 2015 (edited) ↗

👇 **AdrianK. said:**

I am going to attempt this challenge now 🤖 Awesome idea i will post everything on imgur and post a link here 🤖

Good decision, the more peoples will attempt this challenge, the more peoples will get interested and also try it

198 posts

(does that make sense?)

Im also uploading a video of my refuel mission.

Refuel video is up in my [mission log](#)**Edited November 11, 2015 by Fluburtur****AdrianK.**

Automotive Engineer



Members

+ 127

125 posts

Location: Lørenskog, Norway

Posted November 12, 2015 (edited)



Can i attempt this challenge using an amphibious car? I tried using a submarine but then the kraken decided to destroy my game install and the craft file...

Edited November 12, 2015 by AdrianK.**Fluburtur**

Submarine guru



Members

+ 119

198 posts

Posted November 12, 2015



You absolutely can, it would fall in the "boat" section.

Just be sure to touch the ground only when you go in the water and come back from your journey.

Right

Spacecraft Engineer



Posted November 14, 2015



Perhaps I miss understand, but doesn't the route in the OP



Members

+ 98

190 posts

represent ~2 circumnavigations?

Fluburtur

Submarine guru



Members

+ 119

198 posts

Posted November 14, 2015



Well, since you can't actually go around Kerbin in a circle because a continent is in the way you have to go back and take a different route to go back to the starting point. That's a good occasion to see some stuff, I never expected this to be this interesting but I really love driving my sub. Only last time I saw an eclipse and what looked like regular land but a few meters underwater.

We never know what adventure awaits.

Azimech

what's that noise?



Members

+ 6401

5043 posts

Location: The Netherlands

Posted November 15, 2015



That's something I would not agree on, I use Mechjeb for autopilot because sailing and driving I want to happen when I sleep. Driving is still somewhat interesting, watching something sail is boring beyond imagination.

Fluburtur

Submarine guru



Members

+ 119

198 posts

Posted November 15, 2015



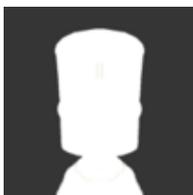
Well since it's easy to have a vertical speed of less than a meter per second and I would still suggest watching what your sub is doing (you know, coasts exists as well as area that are not deep)

You can easily let your sub going by himself for more than 70km, he will eventually start to go up again because of the curvatuer of the planet and you sometime have to turn.

I could modify the MechJeb rule but it would take a bit off the challenge, plus it's far less boring that it seems.

kavi

Bottle Rocketeer



Members

0

27 posts

Posted November 15, 2015



In the SPH ready to part on its journey (i don't know if it floats or sinks.)

By the way is it ok if i take screenshots in map view each 10 km?, or could a master preach to me the knowledge of planting flags underwater



SpaceplaneAddict

Addicted to Spaceplanes.



Members

+ 1271

2294 posts

Location: Alberta, Peace River

Posted November 15, 2015



How to plant flags underwater:

Step 1: Sink.

Step 2: Make sure you're on the seafloor.

Step 3: EVA (Make sure you have a good ladder)

Step 4: Plant flag.

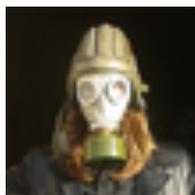
Step 5: Climb ladder.

Step 6: Board capsule.

Step 7: Done!

Fluburtur

Submarine guru



Members

+ 119

198 posts

Posted November 15, 2015 (edited)



This would float for me, also there is no ore underwater so you should put those drills and converter aside and do refuelings like me. My experience with cargo bays also shows that they like to float a lot and I would use wheesleys instead of pathers, better fuel efficiency. But do whatever you want. (maybe check [my mission log](#) to see what my sub looks like, so far my experince says "simpler is better")

And yes you can take as much screenshot as you want, I would also encourage you to make a mission report in the appropriate forum.

Good luck and have fun 🤖

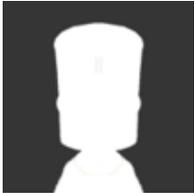
+SpaceplaneAddict, I allow you to teach wizardry to the young submariners but I would like to see do the challenge too. BTW good luck on Tylo.

Edited November 15, 2015 by Fluburtur

kavi Posted November 15, 2015 

Bottle Rocketeer

●●



Members
● 0
27 posts

No ore nooooooooooooooooooooo

SpaceplaneAddict Posted November 15, 2015 

Addicted to Spaceplanes.

●●●●●



Members
+ 1271
2294 posts
Location: Alberta, Peace River

Hehe, I barely have the patience for Tylo, I'll go bat.... crazy. I'm in! As soon as I'm done on Tylo, I'll start this and Dres.

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