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# [1.2.2] Kerbal Aircraft Expansion (KAX) v2.6.4

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By keptin, January 23, 2017 in Add-on Releases

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**keptin**

I make the parts



Members

+ 939

224 posts

Posted January 23, 2017 (edited)

[Report post](#)

A pack of select vanilla-inspired parts for your aircrafting needs!

Powered by [Firespitter](#), special thanks to Snjo for his plugin and continued support!





# Download: [KAX v2.6.4 for KSP 1.2.2](#)

[Curse Download Mirror](#)

**Image Album:** <http://imgur.com/a/hXkEA>

## Included Parts:

- Turboprop
- Radial Engine
- Electric Propeller
- Helicopter Main Rotor
- Helicopter Tail Rotor
- Heavy Landing Gear
- Jump Jet Engine
- 2M Aircraft Cockpit
- 2M Fuselage (jet fuel)
- 2M Structural Fuselage (empty)
- 2M Tail Boom

## Installation:

Extract the KAX folder, Firespitter folder, and ModuleManager.dll into your KSP Gamedata folder.

Be sure to properly extract the Firespitter/Resources folder or you will have FScoolant errors on loading the electric prop.

If you already have Firespitter and/or Module Manager, use the latest versions of their .dll plugins.

### Changelog:

#### v2.6.1

- Reduced volume SFX of Main Rotor & Tail Rotor
- Added stagepriorityflow to Main Rotor for proper fuel flow

#### v2.6

- Complete rebuild of Main Rotor to improve animation
- Overhaul on animation for Main Rotor and Tail Rotor
- Added KAX Choppah example craft

#### v2.5.4

- Fixed Tail Rotor animation
- Tail Rotor now produces 15 thrust to compensate for broken Firespitter rotor control MODULE Maximum thrust

#### known issues:

- Heli Tail Rotor doesn't produce thrust (dependent on Firespitter.dll)
- Heli Main Rotor hover feature inoperable (dependent on Firespitter.dll)
- Add ladder to cockpit so Kerbals can exit and enter properly

## License:

### -Copyright Overview-

KAX models, textures, and sounds are created by Keptin, who retains all copyrights.

Snjo retains all rights for the Firespitter plugin.

You may:

Modify KAX in anyway for your personal use

Use KAX models, textures, and assets to create derivative works

Distribute sufficiently modified versions of KAX parts or newly created derivative parts

Distribute video, screenshots or

other media containing unmodified or

For help on how to make aircraft in KSP, see my guide:

<http://forum.kerbalspaceprogram.com/threads/52080-Basic-Aircraft-Design-Explained-Simply-With-Pictures>

Edited January 23, 2017 by keptin

DocMop, dundun93, Bill the Kerbal and 13 others like this



## Beetlecat

Sr. Spacecraft Engineer



Members

+ 570

1,609 posts

Posted January 23, 2017

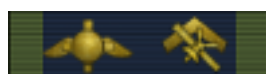
Report post

Thanks for posting this back!!

keptin likes this



Onward!



## Beetlecat

Sr. Spacecraft Engineer



Members

+ 570

1,609 posts

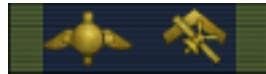
Posted January 24, 2017

Report post

I guess the up-side is -- you were popular enough to be on the front page. 🤖



Onward!



## Sezess

Bottle Rocketeer



Members

0

10 posts

Posted January 24, 2017

Report post

Now I can have fun again 🤖



## sirrliv

Rocketeer



Members

+ 17

35 posts

Posted January 24, 2017

Report post

Thank goodness this is back. I was really worried when my link to this mod's thread stopped working. I thought something horrible may have happened to one of my all-time favorite mods. I'm glad I was mistaken and that it is still alive and well, or at least merely dormant rather than dead.



## keptin

I make the parts



Posted January 25, 2017

Report post



On 1/24/2017 at 3:31 PM, Beetlecat said:





Members

+ 939

224 posts

I guess the up-side is -- you were popular enough to be on the front page. 🤖

Yeah, I'm not too thrilled that 1800 posts were lost. At least I was able to restore the OP from web cache.

sirrLiv likes this



**sirrLiv**

Rocketeer



Members

+ 17

35 posts

Posted January 27, 2017

Report post



And we're certainly glad to have any thread back to support this wonderful mod.

Are you still working on this mod at all, keptin? Keeping it up to date, fixing that engine noise even when engines are not active issue?



**V8jester**

Crash Dummy



Members

+ 1,139

2,109 posts

Location: Working on the Flux Capacitor

Posted January 28, 2017

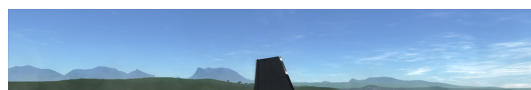
Report post



Hey has anyone else noticed the Jumpjets have two separate exhausts streams? one directly out yhe vents and the other offset 90 degrees.



Whoever acknowledges me before others, I will also acknowledge before my Father in heaven. But whoever disowns me before others, I will disown before my Father in heaven. Matthew 10:32-33



**DocMop**

Rocketry Enthusiast



Posted January 30, 2017

Report post



Two things I notied with the T100 Turboprop:



Members

+ 59

134 posts

- I hear the engine sounds even before the engines are actually staged.
- The engines produce thrust in their spinup animation when throttled up.

Version: KAX v2.6.4 for KSP 1.2.2



## Beetlecat

Sr. Spacecraft Engineer



Members

+ 570

1,609 posts

Posted January 30, 2017

Report post

On 1/30/2017 at 8:31 PM, DocMop said:



Two things I noticed with the T100 Turboprop:

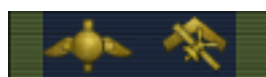
- I hear the engine sounds even before the engines are actually staged.
- The engines produce thrust in their spinup animation when throttled up.

Version: KAX v2.6.4 for KSP 1.2.2

Those (I think both issues) are common to Firespitter (from whence nearly all props in mods come from). It would be great to have a far more gradual spool-up time similar to jet engines. Maybe that's just up to a proper config?



Onward!



## RoboRay

Rocket Surgeon



Posted January 30, 2017

Report post

Any possibility of the landing gear returning?

ISE likes this





Members

+ 1,343

1,633 posts

## DocMop

Rocketry Enthusiast



Members

+ 59

134 posts

Posted January 31, 2017

Report post

More stuff:

- The Node on the NS90 Tail Rotor is reversed.
- C2-B has not the right IVA (work in progress?)

Version: KAX v2.6.4 for KSP 1.2.2

ISE likes this



## keptin

I make the parts



Members

+ 939

224 posts

Posted February 1, 2017 (edited)

Report post

Thank you folks for reporting bugs. Currently, KAX is not in active maintenance or development. My efforts are being spent on developing a strategy card game at the moment.

<https://www.ablearcher83.com/>

<http://steamcommunity.com/sharedfiles/filedetails/?id=850261606>

Edited February 1, 2017 by keptin

theonegalen likes this



## AFF

Bottle Rocketeer



Posted February 6, 2017

Report post

Don't leave us, bro! We need Osprey rotators, rotatable engine nacelles, double heavy rotors, new electric engine, ore powered turbojets (to fly on Eve, Duna and Jool) and much more! We need you, Keptin. Turn back and we will





Members

+ 257

60 posts

open new horizons of KSP!

Rayden, sirrliv and keptin like this



**V8jester**

Crash Dummy



Members

+ 1,139

2,109 posts

Location: Working on the Flux Capacitor

Posted February 20, 2017

Report post



On 2/6/2017 at 5:46 PM, AFF said:



Don't leave us, bro! We need Osprey rotators, rotatable engine nacelles, double heavy rotors, new electric engine, ore powered turbojets (to fly on Eve, Duna and Jool) and much more! We need you, Keptin. Turn back and we will open new horizons of KSP!

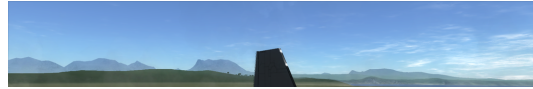
Bumer to hear KAX is in a stall currently. But KRX has some Osprey rotors if you are still looking.

We hate to see you go @keptin but we sure do appreciate everything you did for us. - Thanks

Beetlecat, Rodhern and keptin like this



Whoever acknowledges me before others, I will also  
acknowledge before my Father in heaven. But whoever  
disowns me before others, I will disown before my Father in  
heaven. Matthew 10:32-33



**evileye.x**

Dreaming of Space



Members

+ 208

445 posts

Posted March 2, 2017 (edited)

Report post

Does anybody know, how KAX have SFX properly working  
in both stereo channels and ALL OTHER Firespitter - based  
mods have SFX in right channel only? (I tried SXT,  
Airplanes Plus, KSO Vehicles)

May be those can be fixed the same way KAX is fixed?

Never mind - found this post

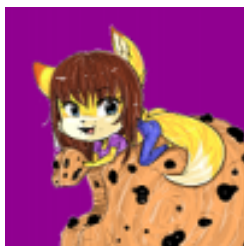
Edited March 2, 2017 by evileye.x



[The best KSP videos. Ever.](#)

## Kitsunelegend

Rocketeer



Members



29 posts

Posted March 2, 2017

Report post

Can anyone tell me how to mod the cockpit in this to use the Mk3 cockpit? Or maybe another cockpit from another mod? I'm an idiot when it comes to figuring this stuff out so any help would be greatly appreciated! xD



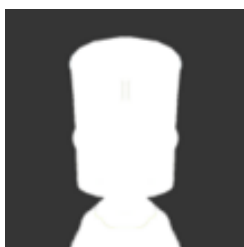
If you see a bomb tech running, follow them.



If you see Jeb running, its already too late. :D

## simon889

Newbie



Members



2 posts

Posted March 2, 2017

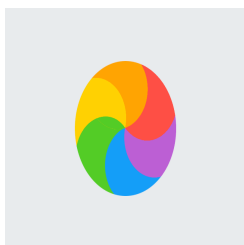
Report post

This there an easy fix to the sound issue with hearing the propeller engines idling before they have been started?



## redmondkgamer

Cheater



Members



184 posts

Location: A Special Place in Hell

Posted March 5, 2017

Report post

What is the plane on slide 7, 12, 13, 14, and 15 of the Imgur album?



digna factis recipimus



We receive the due rewards of our deeds.

Posted March 10, 2017

## mechanicH

Sr. Spacecraft Engineer



Members

+ 126

284 posts

Hey guys is it my imagination or just wishful thinking but I remember the jump jets having the option to rotate 90 degrees. You know... kind of like the harrier where the jets point down then rotate aft. For some reason I remember it having that option but now it does not. Sorry for sounding nuts. 🤪



## XOC2008

SMI Collab and BDAC Tester



Members

+ 323

690 posts

Posted March 10, 2017

Report post

On 3/10/2017 at 11:03 PM, mechanicH said:

Hey guys is it my imagination or just wishful thinking but I remember the jump jets having the option to rotate 90 degrees. You know... kind of like the harrier where the jets point down then rotate aft. For some reason I remember it having that option but now it does not. Sorry for sounding nuts. 🤪

The nozzles? I don't recall them ever doing that without being attached to an IR rotatron.



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## mechanicH

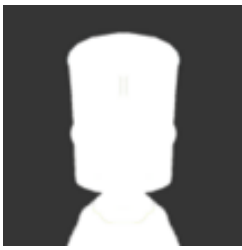
Sr. Spacecraft Engineer



Posted March 10, 2017

Report post

@XOC2008 your probably right. I'm just going crazy lol. Btw I love your new aircraft you just uploaded. They look great.



Members

+ 126

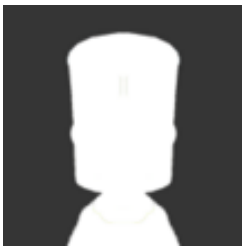
284 posts

XOC2008 likes this



## XOC2008

SMI Collab and BDAC Tester



Members

+ 323

690 posts

Posted March 10, 2017

Report post



On 3/10/2017 at 11:23 PM, mechanichH said:



@XOC2008 your probably right. I'm just going crazy lol. Btw I love your new aircraft you just uploaded. They look great.

Hey thanks! I have more I just need to take screenies and get them uploaded. I like yours too!

mechanichH likes this



[SM Armory/SM AFVs](#) - [SM Marine](#) - [Large Boat Parts Pack](#) - [SM Stryker Aerospace and Armory](#) - [Old School](#)

## Lammet

Bottle Rocketeer



Members

+ 1

12 posts

Posted March 11, 2017

Report post



PLEASE MAKE A COCKPIT INTERIOR!!!👁👁



# RoboRay

Rocket Surgeon



Members

+ 1,343

1,633 posts

Posted March 16, 2017

Report post



On 3/5/2017 at 5:01 PM, redmonddkgamer said:

What is the plane on slide 7, 12, 13, 14, and 15 of the Imgur album?

[P-3 Orion](#)



1

2

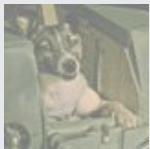
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