



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

[Follow](#)

20

By keptin, January 23, 2017 in [Add-on Releases](#)

[kax](#)[expansion](#)[aircraft](#)

Rate this topic

[Start new topic](#)

keptin

I make the parts



Members

+ 939

224 posts

Posted October 8, 2017

[Report post](#)

On 9/8/2017 at 5:48 PM, inigma said:

Hey @keptin I'm back re-developing GAP. Are you still around for KAX?

On 10/7/2017 at 5:23 PM, dundun93 said:

@keptin, will you ever continue KAX?

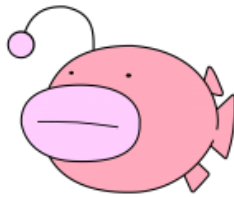
Hey guys, probably not, honestly. I a lot of my work is basically game developing, so modding feels a bit like work. I want to pass the torch to someone who will run with it.

Gorzideudeus and dundun93 like this



StahnAileron

Spacecraft Engineer



Members

+ 240

548 posts

Posted October 9, 2017

Report post



@keptin Given what you just said, for future reference:

My understanding is that KAX is just a parts pack with a plugin-dependency in the form of FireSpitter. I'm guessing KAX will work for the foreseeable future assuming:

1. The FireSpitter plugin is updated to support future KSP versions (and players actually update it properly...) and
2. KSP's codebase doesn't change (once again) in how it handles models (like how I think 1.0.5 switched to convex-only colliders or something or 1.1 handled wheels/legs.)

Anything else should be maintainable by the player-base if you ever drop KAX completely, no? (Like config changes.)

If you do actually abandon KAX, have you considered changing the license so another modder or the KSP community can adopt it for at least maintenance and distribution, if not further development?



SpannerMonkey(s mce)

Son of the Kraken.



Members

+ 2,966

3,677 posts

Posted October 9, 2017

Report post



On 10/8/2017 at 3:11 AM, keptin said:



Hey guys, probably not, honestly. I a lot of my work is basically game developing, so modding feels a bit like work. I want to pass the torch to someone who will run with it.

Hi fully understand that predicament, sent you a pm 🙄

XOC2008, Drew Kerman and dundun93 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 OST and T 1.4.x](#) [SM_Static Harbors etc](#)
[SMI Small Arms coming soon](#)

dundun93

dundun92's brother



Members

+ 478

539 posts

Location: Houston TX

Posted October 10, 2017

Report post

On 10/8/2017 at 3:11 AM, keptin said:

Hey guys, probably not, honestly. I a lot of my work is basically game developing, so modding feels a bit like work. I want to pass the torch to someone who will run with it.

I understand.



Latest From @dundun93	Supported Content: My favorite Users(In
737 MAX How to rep "farm"	Fighter Jet Challenge By @Rover6428
Samsung vs Apple I Big Joke!	Air Superiority Competition Unlimited Re-Continued by

keptin

I make the parts



Members

+ 939

224 posts

Posted October 12, 2017

Report post

Hi all! SpannerMonkey has offered to take over maintenance & management of KAX and I'm taking him up on it. We've agreed to keep the KAX name, but he has my permission to continue development as he and his team sees fit. KAX will be in good hands, and development will certainly be more active than I've been over the past year. I hope you've enjoyed the mod and will continue to enjoy it under new management.

All the best,

-Kep

Bluebottle, Drag0n, SpannerMonkey(smce) and 9 others like this



Vanamonde

Veni, vidi, moderati.



Lead Moderator

+ 10,073

12,638 posts

Location: The post is coming
from inside your house!

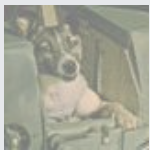
Posted October 12, 2017

Report post

Thread closed by OP's request.



« PREV 1 2 3 **4** Page 4 of 4 ▼



⚠ This topic is now closed to further replies.



GO TO TOPIC LISTING

Add-on Releases

NEXT UNREAD TOPIC

[1.7.0] Kerbal Krash System (0.4.7) 20...



🏠 Home > Add-ons > Add-on Releases >
[1.2.2] Kerbal Aircraft Expansion (KAX) v2.6.4

📖 Unread Threads since my last visit

✓ Mark site read

Language ▼ Privacy Policy Contact Us

©2018 Take-Two Interactive Software, Inc.

Powered by Invision Community