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# Airplane Plus

Last Updated: Mar 27, 2019 (Invalid Date NaN:NaN PM)      Game Version: 1.6.1

283,953      May 21, 2016 (Invalid Date NaN:NaN PM)      Owner: blackheart\_612 (/members/blackheart\_612)

[Description \(/kerbal/ksp-mods/airplane-plus\)](#)

[Changes \(/kerbal/ksp-mods/airplane-plus/changes\)](#)

[Earlier Versions \(/kerbal/ksp-mods/airplane-plus/files\)](#)



Latest information, craft files, and pictures are in the forums!

Album for my collection of crafts (/linkout?remoteUrl=https%253a%252f%252fimgur.com%252fa%252fySFgL)

If you have time, please, take the poll on what part to be added next (/linkout?remoteUrl=https%253a%252f%252fgoo.gl%252fSUxkrT)

Manual Patches from Users are also in the forums - link on the bottom (Tweakscale and RPM for certain parts)

Adds a collection plane parts which came from different timelines. All of which are in the image album. Feel free to take a look. If you think that there are too many parts, consult the part deleter's guide in the zip.

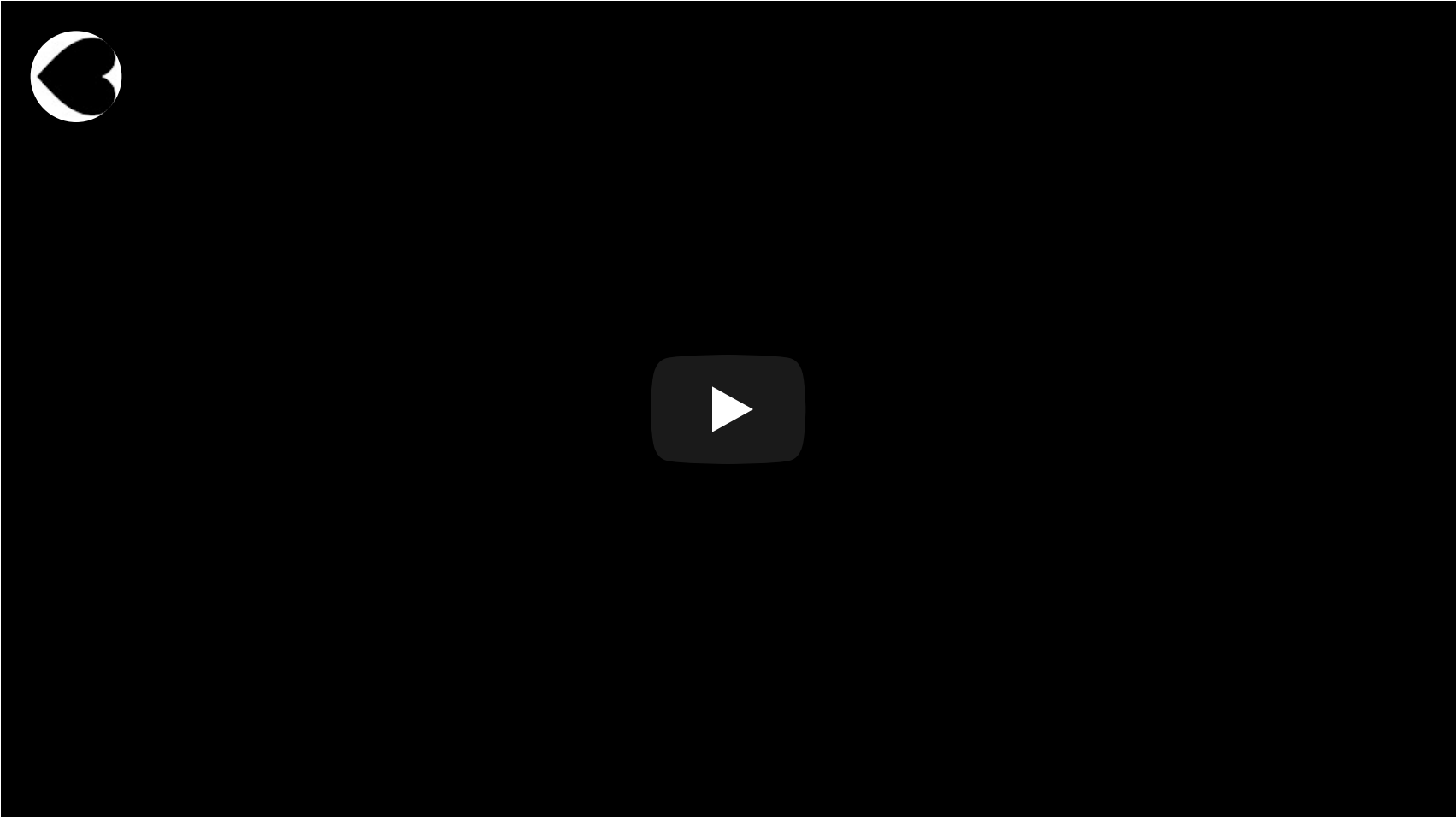
Engine performance configurations made possible with the help of Tanner Rawlings.

Here is the album:

<http://imgur.com/a/6kDLM> (/linkout?remoteUrl=http%253a%252f%252fimgur.com%252fa%252f6kDLM)

MK2 half parts:

<http://i.imgur.com/YAbTGlr.png> (/linkout?remoteUrl=http%253a%252f%252fi.imgur.com%252fYAbTGlr.png)



Installation

Copy the GameData folder into your root folder.

-Included in the pack are AirplanePlus and Firespitter\* folders. It also packs ModuleManager\*

*\*I do not own these mods, I merely packed them in for Airplane Plus to be functional and avoid linking for downloads of dependencies. Big thanks to their Authors.*

Forum link (<http://forum.kerbalspaceprogram.com/index.php?/topic/140262-112-airplane-plus-hiring-prop-config-maker/>)

Comments

When posting, please be sure that the content of your post does not violate our Terms of Service (<http://www.curse.com/terms>).

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NightShadowVA ▾ (/members/nightshadowva)

Posted 5 days ago (Posted Invalid Date NaN:NaN PM)

#98 (?comment=98)

So, I just unzipped the file and I don't see a GameData file included, nor do I see any of the parts in my spaceplane hanger... Am I just stupid and forget to add the modmanager, or should I just go through Twitch?

Report (/reports/create/15/3945716)

Reply

Quote

Multi-quote

tataluimarius ▾ (/members/tataluimarius)

Posted May 2, 2019 (Posted Invalid Date NaN:NaN PM)

#97 (?comment=97)

hello .  
just installed and I found some new parts, but not the aircraft shown in the video, readily built. Do I have to build it myself from scratch? Thank you.

Report (/reports/create/15/3912806)

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karold55647 ▾ (/members/karold55647)

Posted Feb 26, 2019 (Posted Invalid Date NaN:NaN PM)

#96 (?comment=96)

What is the root folder?

Report (/reports/create/15/3873195)

Reply

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ul00z\_alt ▾ (/members/ul00z\_alt)

Posted Feb 4, 2019 (Posted Invalid Date NaN:NaN PM)

#93 (?comment=93)

i put in the files after i unzip it and it only gives me the engines and the cargo plane cockpit plz help me

Report (/reports/create/15/3859806)

Reply

Quote

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blackheart\_612 ▾ (/members/blackheart\_612)

Posted Feb 13, 2019 (Posted Invalid Date NaN:NaN PM)

#94 (?comment=94)

In reply to ul00z\_alt (https://www.curseforge.com/members/ul00z\_alt):  
Make sure you installed it properly. Gamedata must be placed on the root folder, not inside the GameData folder

Report (/reports/create/15/3864907)

Reply

Quote

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immigrant\_heikler ▾ (/members/immigrant\_heikler)

Posted Feb 1, 2019 (Posted Invalid Date NaN:NaN PM)

#92 (?comment=92)

I am creating a helicopter, and I added liquid fuel resources, and intake air resources. KSP says they are unused. Is this supposed to be apart of the mod, because KSP is only meant for planes and rockets? Or is it just a random bug that doesn't affect me. I also added external fuel ducts to the engine. Still doesn't work.

(2 sentences added via edits)

Last edited by immigrant\_heikler (/members/immigrant\_heikler): Feb 1, 2019 (Invalid Date NaN:NaN PM)

Report (/reports/create/15/3858168)

Reply

Quote

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blackheart\_612 ▾ (/members/blackheart\_612)

Posted Feb 13, 2019 (Posted Invalid Date NaN:NaN PM)

#95 (?comment=95)

In reply to immigrant\_heikler (https://www.curseforge.com/members/immigrant\_heikler):  
I'm kind of confused about this issue, but the rotors are using different modules. They will use fuel and intake air if they are working. I'm unsure if they show up as using it on the staging, but if you look at your resources, they will definitely show up being used.

Report (/reports/create/15/3864908)

Reply

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ChinoBasico247 ▾ (/members/chinobasico247)

Posted Jul 25, 2018 (Posted Invalid Date NaN:NaN PM)

#88 (?comment=88)

Hey, i put all the files in the game data folder and it doesnt work. Please help me D:

Last edited by ChinoBasico247 (/members/chinobasico247): Jul 25, 2018 (Invalid Date NaN:NaN PM)

Report (/reports/create/15/3732176)

Reply

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Multi-quote

caius\_ryeii ▾ (/members/caius\_ryeii)

Posted Dec 2, 2018 (Posted Invalid Date NaN:NaN PM)

#90 (?comment=90)

In reply to ChinoBasico247 (https://www.curseforge.com/members/ChinoBasico247):  
Did you make sure to unzip it? It will first go in as a zip folder and you must right click on it then click 'extract all' then when it is finished delete the zip file.

Report (/reports/create/15/3821648)

Reply

Quote

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seriouslynotcai ▾ (/members/seriouslynotcai)

Posted Jul 2, 2018 (Posted Invalid Date NaN:NaN PM)

#86 (?comment=86)



when i make a helecopter, the propellers stick on but the don't actually thrust. what do i do?

 Report (</reports/create/15/3710476>)  Reply  Quote  Multi-quote

**blackheart\_612** ▾ ([/members/blackheart\\_612](/members/blackheart_612))

Posted Jul 21, 2018 (Posted Invalid Date NaN:NaN PM)    **#87 (?comment=87)**

In reply to seriouslynotcai (<https://www.curseforge.com/members/seriouslynotcai>):  
Make sure you installed correctly, use the Firespitter with the pack.

 Report (</reports/create/15/3725417>)  Reply  Quote  Multi-quote

**seriouslynotcai** ▾ (</members/seriouslynotcai>)

Posted Aug 3, 2018 (Posted Invalid Date NaN:NaN PM)    **#89 (?comment=89)**

In reply to blackheart612 (<https://www.curseforge.com/members/blackheart612>):  
i think i installed it right

 Report (</reports/create/15/3740856>)  Reply  Quote  Multi-quote

**caius\_ryeii** ▾ ([/members/caius\\_ryeii](/members/caius_ryeii))

Posted Dec 2, 2018 (Posted Invalid Date NaN:NaN PM)    **#91 (?comment=91)**

In reply to seriouslynotcai (<https://www.curseforge.com/members/seriouslynotcai>):  
Make sure that they have a fuel source connected and an intake of air connected then they should work.

 Report (</reports/create/15/3821649>)  Reply  Quote  Multi-quote

**Soul\_Eater\_735** ▾ ([/members/soul\\_eater\\_735](/members/soul_eater_735))

Posted May 27, 2018 (Posted Invalid Date NaN:NaN PM)    **#83 (?comment=83)**

So I'm on mac and i am having a problem installing the mod. Where do i put the zip? And also almost half of the parts are missing when i put it in gamedata folder and if i put it in the main section it does not work pls help.

*Last edited by Soul\_Eater\_735 ([/members/soul\\_eater\\_735](/members/soul_eater_735)): May 28, 2018 (Invalid Date NaN:NaN PM)*

 Report (</reports/create/15/3692253>)  Reply  Quote  Multi-quote

**blackheart\_612** ▾ ([/members/blackheart\\_612](/members/blackheart_612))

Posted Jun 15, 2018 (Posted Invalid Date NaN:NaN PM)    **#84 (?comment=84)**

In reply to Soul\_Eater\_735 ([https://www.curseforge.com/members/Soul\\_Eater\\_735](https://www.curseforge.com/members/Soul_Eater_735)):  
The zip has GameData folder, put it on the root folder, where GameData folder and KSP.exe is found. Also I'm more active on the forums so you may want to seek help there for better action.

 Report (</reports/create/15/3701798>)  Reply  Quote  Multi-quote

**xtrmsnapdown** ▾ (</members/xtrmsnapdown>)

Posted May 14, 2018 (Posted Invalid Date NaN:NaN PM)    **#82 (?comment=82)**

does this mod work for 1.4.3

 Report (</reports/create/15/3685699>)  Reply  Quote  Multi-quote

**blackheart\_612** ▾ ([/members/blackheart\\_612](/members/blackheart_612))

Posted Jun 15, 2018 (Posted Invalid Date NaN:NaN PM)    **#85 (?comment=85)**

In reply to xtrmsnapdown (<https://www.curseforge.com/members/xtrmsnapdown>):  
Yes.

 Report (</reports/create/15/3701799>)  Reply  Quote  Multi-quote

**n7\_games** ▾ ([/members/n7\\_games](/members/n7_games))

Posted Apr 9, 2018 (Posted Invalid Date NaN:NaN PM)    **#80 (?comment=80)**

So i ran into a problem.  
when you use the Ks-51 landing gear and then spawn the aircraft will bounce up into the air and come crashing down.  
please fix

 Report (</reports/create/15/3667127>)  Reply  Quote  Multi-quote

**blackheart\_612** ▾ ([/members/blackheart\\_612](/members/blackheart_612))

Posted Apr 11, 2018 (Posted Invalid Date NaN:NaN PM)    **#81 (?comment=81)**

In reply to n7\_games ([https://www.curseforge.com/members/n7\\_games](https://www.curseforge.com/members/n7_games)):  
I can't right now, but it seems like a 1.4.x problem, apparently solved by World Stabilizer mod.

 Report (</reports/create/15/3668068>)  Reply  Quote  Multi-quote

Don't have any sounds is it a known bug? I am also missing some parts like the big tail connectors the passenger planes or cargo planes you built have on the back and more.

*Last edited by matt\_the\_gamer\_\_ (/members/matt\_the\_gamer\_\_): Mar 20, 2018 (Invalid Date NaN:NaN PM)*

 Report (</reports/create/15/3656614>)

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