

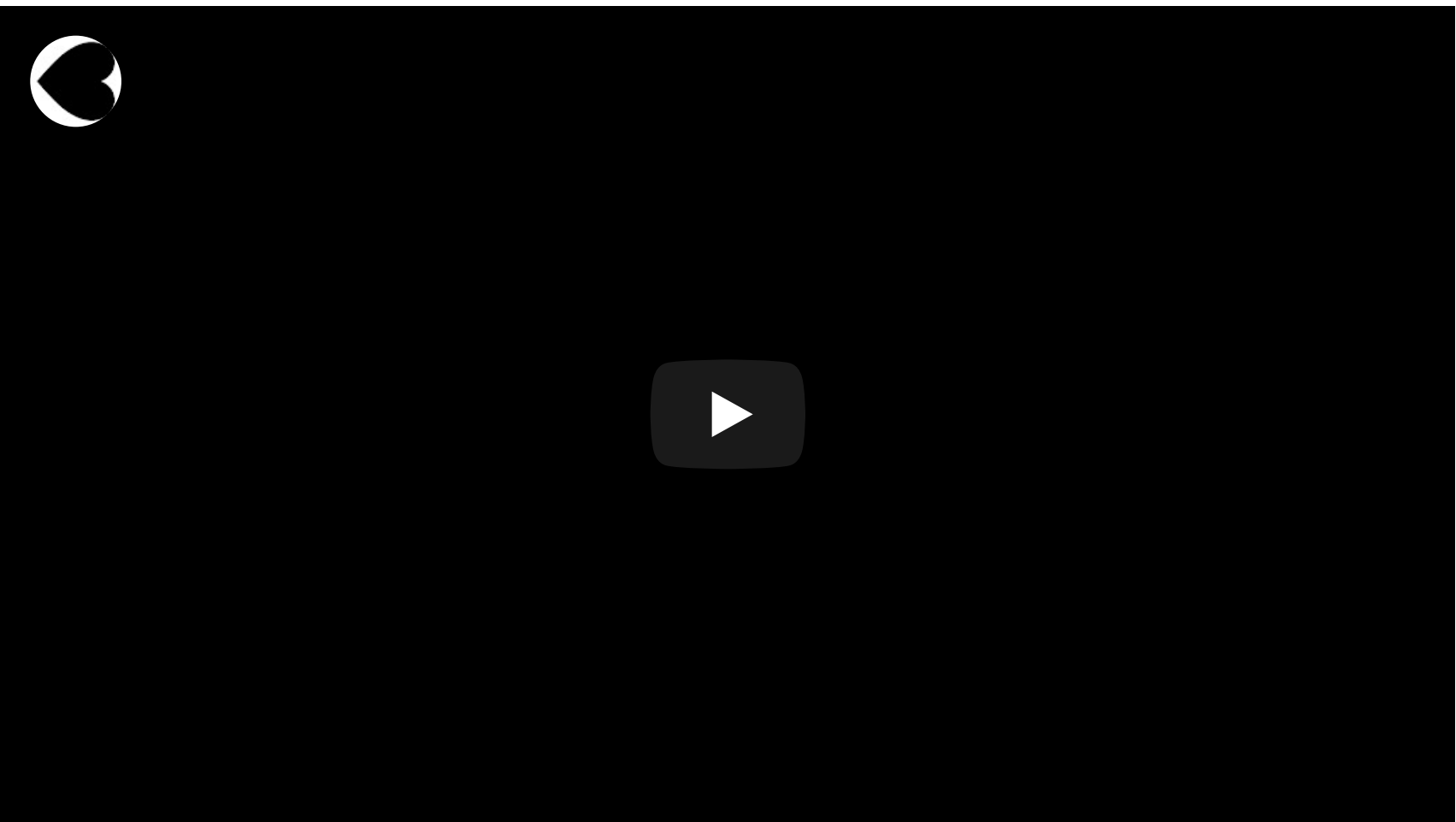
Engine performance configurations made possible with the help of Tanner Rawlings.

Here is the album:

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

MK2 half parts:

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

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(, members/jamesthechosen)

jamesthechosen ▾

(/members/jamesthechosen)

#39 (?comment=39)

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

Quote
from
radly123454spook
(<https://kerbal.curseforge.com/members/radly123454spook>) >>
(<https://kerbal.curseforge.com/projects/airplane-plus?gameCategorySlug=ksp-mods&projectID=245311?comment=38>)

I have alot off problem s the engines dont move and dont provide thrust.Ih ave only one new cockpit wich is the cargo one.I dont hve any off the wing pieces and the wheels,i do have the helicopt er legs.

HOW CAN I FIX THIS

BECAUSE I NEED THIS MOD

I have a very similar problem. Do you also play on 1.7?



(, members/radly123454spook)

radly123454spook ▾
(/members/radly123454spook)

#38 (?comment=38)

I have alot Posted Apr 14, 2019 (Posted Invalid Date NaN:NaN PM)

off problems the engines dont move and dont provide thrust.Ihave only one new cockpit wich is the cargo one.I dont hve any off the wing pieces and the wheels,i do have the helicopter legs.

HOW CAN I FIX THIS

BECAUSE I NEED THIS MOD

Report (/reports/create/15/3901540) Reply Quote Multi-quote



(, members/aflacfire1)

Aflacfire1 ▾
(/members/aflacfire1)

#33 (?comment=33)

Posted Mar 23, 2019 (Posted Invalid Date NaN:NaN PM)

I have

downloaded this mod and installed it multiple times and it does not appear that any of the new cockpits are available in game. Am I doing something wrong?

Report (/reports/create/15/3888689) Reply Quote Multi-quote



(, members/blackheart_612)

blackheart_612 ▾
(/members/blackheart_612)

#34 (?comment=34)

In Posted Mar 27, 2019 (Posted Invalid Date NaN:NaN PM)

reply to Aflacfire1 (<https://kerbal.curseforge.com/members/Aflacfire1>):

You most likely installed it wrong, the zip has GameData folder in it, just drop it in the root folder where the exe is.

Report (/reports/create/15/3890721) Reply Quote Multi-quote



(, members/aflacfire1)

Aflacfire1 ▾
(/members/aflacfire1)

#35 (?comment=35)

Posted Mar 28, 2019 (Posted Invalid Date NaN:NaN PM)

In reply

to blackheart612

(<https://kerbal.curseforge.com/members/blackheart612>):

Could you please be more specific about exactly how to install it? I've tried a few different things and none of them are working...

Report (/reports/create/15/3891374) Reply Quote Multi-quote



(, members/cancerouschildoo)

cancerouschildoo ▾
(/members/cancerouschildoo)

#32 (?comment=32)

droop Posted Mar 10, 2019 (Posted Invalid Date NaN:NaN PM)

snoot

Report (/reports/create/15/3880387) Reply Quote Multi-quote



(, members/roko_lol)

roko_lol ▾
(/members/roko_lol)

#31 (?comment=31)

Posted Feb 18, 2019 (Posted Invalid Date NaN:NaN PM)

why no 1.5.1?

Report (/reports/create/15/3868442) Reply Quote Multi-quote



(, members/hackaufderbemme)

hackaufderbemme ▾
(/members/hackaufderbemme)

#30 (?comment=30)

The new Posted Feb 16, 2019 (Posted Invalid Date NaN:NaN PM)

engines dont produce any sound... How can i fix that?

Report (/reports/create/15/3867111) Reply Quote Multi-quote



(, members/solarmod)

solarmod ▾
(/members/solarmod)

#28 (?comment=28)

Posted Dec 4, 2018 (Posted Invalid Date NaN:NaN PM)

1.5.1?

Report (/reports/create/15/3822495) Reply Quote Multi-quote



(, members/exceptional39)

exceptional39 ▾
(/members/exceptional39)

1.4.2 ?

Posted Nov 17, 2018 (Posted Invalid Date NaN:NaN PM)

#27 (?comment=27)

 Report (/reports/create/15/3814194)  Reply  Quote  Multi-quote



(, members/roko_lol)

roko_lol ▾ (/members/roko_lol)

Posted Nov 8, 2018 (Posted Invalid Date NaN:NaN PM)

What are the droopnose cockpits for?

#26 (?comment=26)

 Report (/reports/create/15/3809992)  Reply  Quote  Multi-quote



(, members/solarmod)

solarmod ▾ (/members/solarmod)

Posted Dec 4, 2018 (Posted Invalid Date NaN:NaN PM)

In reply

to roko_lol

(https://kerbal.curseforge.com/members/roko_lol):

Concorde/TU-144

#29 (?comment=29)

 Report (/reports/create/15/3822496)  Reply  Quote  Multi-quote



(, members/bogyrect1)

bogyrect1 ▾ (/members/bogyrect1)

Posted Oct 21, 2018 (Posted Invalid Date NaN:NaN PM)

What is a "Root
folder"???

#24 (?comment=24)

Last edited by bogyrect1 (/members/bogyrect1): Oct 21, 2018 (Invalid Date NaN:NaN PM)

 Report (/reports/create/15/3800133)  Reply  Quote  Multi-quote



(, members/bart698)

bart698 ▾ (/members/bart698)

Posted Sep 12, 2018 (Posted Invalid Date NaN:NaN PM)

how to instal this?

#23 (?comment=23)

 Report (/reports/create/15/3776668)  Reply  Quote  Multi-quote



(, members/recklessfistgamer)

recklessfistgamer ▾
(/members/recklessfistgamer)

I want to

Posted Aug 19, 2018 (Posted Invalid Date NaN:NaN PM)

build a Huey, however, the only two prop turboshaft is too weak and small. Could you add the same turboshaft the Huey uses please? and if the maverick is the one, then why does it appear to be weaker then all the others when it has the same RPM and thrust as most of the other turboshafts.

#22 (?comment=22)

 Report (/reports/create/15/3756091)  Reply  Quote  Multi-quote



(, members/kerbalaviator)

kerbalaviator ▾
(/members/kerbalaviator)

I have the same Posted Jul 24, 2018 (Posted Invalid Date NaN:NaN PM)

problem as jjwebsterr.

#21 (?comment=21)

I cant access quite a lot of the parts - i have access to all the engines, the Mk1 + Mk2 passenger doors, the Mk3 cargo cockpit, Mk1 nose trunk and skids. The rest of the parts arent in my game, any suggestions?

Also, none of the engines added by this mod dont have any sound :/

I am also playing on mac, and I tried moving the Mod GameData from the KSP GameData to the KSP root folder, but nothing changed.

Any More Suggestions?

Correction: All airplane plus parts were gone after i moved the gamedata to the root folder.



(, [members/seriouslylynnotcai](#))

seriouslylynnotcai ▾

([/members/seriouslylynnotcai](#))

helicopter

Posted Jul 3, 2018 (Posted Invalid Date NaN:NaN PM)

engines dont produce thrust for some reason, have i done something wrong??



(, [members/blackheart_612](#))

blackheart_612 ▾

([/members/blackheart_612](#))

In

Posted Jul 21, 2018 (Posted Invalid Date NaN:NaN PM)

reply to seriouslylynnotcai

(<https://kerbal.curseforge.com/members/seriouslylynnotcai>):

You need it installed correctly.



(, [members/cs87000](#))

cs87000 ▾ ([/members/cs87000](#))

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

does it work in 1.4.2?



(, [members/blackheart_612](#))

blackheart_612 ▾

([/members/blackheart_612](#))

In

Posted Jul 21, 2018 (Posted Invalid Date NaN:NaN PM)

reply to cs87000 (<https://kerbal.curseforge.com/members/cs87000>):

Should work on any 1.4 version, as well as 1.3 as long as you install the correct plugins.