Projects

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(https://media.forgecdn.net/ayatars/141/19/636539084901750325.png) Airplane Plus (/projects/airplane-plus) Mods (/ksp-mods)

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Dependents (/projects/airplane-plus/relations/dependents)



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.

About This Project

Project ID 245311

Q Follow

Created

May 21, 2016 (Invalid Date NaN:NaN PM) Last Released File

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

Total Downloads 283,962

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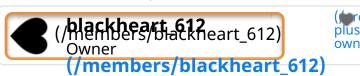
Custom License (/projects/airplaneplus/license)

> Report Project (/reports/create/1682146042/245311)

Categories

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pack) and-Members aerodynamic)



Recent Files

R



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

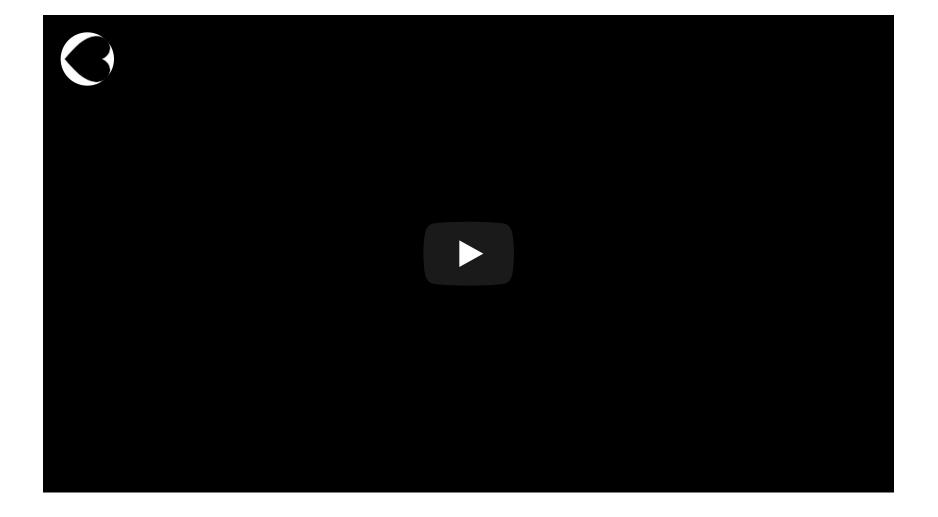
Here is the album:

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-propconfig-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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(, members/jamesthechosen), jamesthechosen ▼

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

Quote from

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I have

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the helicopt

er legs.

HOW

CAN I

BECAUS

FIX THIS

E I NEED

THIS MOD

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

\Aflacfire1 ▼ (/members/aflacfire1)

appear that any of the new cockpits are available in game. Am I doing something

(, members/aflacfire1

wrong?

I have

#33 (?comment=33)

#34 (?comment=34)

#30 (?comment=30)

#28 (?comment=28)

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

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

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

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

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

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

downloaded this mod and installed it multiple times and it does not

blackheart_612 ▼ (, members/blackheart_612) (/members/blackheart 612) 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 #35 (?comment=35) \Aflacfire1 ▼ (/members/aflacfire1) (, members/aflacfire1 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 #32 (?comment=32) (, members/cancerouschildoo) cancerouschildoo v (/members/cancerouschildoo) 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 v (/members/roko_lol) #31 (?comment=31) Posted Feb 18, 2019 (Posted Invalid Date NaN:NaN PM) why no 1.5.1?

hackaufderbemme ▼

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

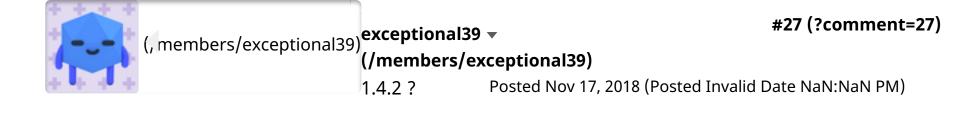
(, members/solarmod) solarmod ▼ (/members/solarmod)

1.5.1?

(/members/hackaufderbemme)

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

(, members/hackaufderbemme)



(, members/roko_lol) roko_lol ▼ (/members/roko_lol)

#26 (?comment=26)

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

What are the droopnose cockpits for?

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

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

(, members/solarmod) solarmod ▼ (/members/solarmod)

#29 (?comment=29)

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

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

(, members/bogyrect1) bogyrect1 ▼ (/members/bogyrect1)

#24 (?comment=24)

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

What is a "Root folder"???

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)

#23 (?comment=23)

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

how to instal this?

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

(, members/recklessfistgamer) recklessfistgamer •

#22 (?comment=22)

(/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.

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



(, members/kerbalaviator) **kerbalaviator** ▼

#21 (?comment=21)

(/members/kerbalaviator)

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

problem as jjwebsterr.

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/seriouslynotcai), ,

#16 (?comment=16)

(/members/seriouslynotcai)

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

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

Report (/reports/create/15/3710988) Reply Quote Multi-quote

(, members/blackheart_612)

#17 (?comment=17) blackheart_612 ▼

(/members/blackheart_612)

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

reply to seriouslynotcai

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

You need it installed correctly.

Report (/reports/create/15/3725418) Reply Quote Multi-quote

(, members/cs87000) cs87000 ▼ (/members/cs87000)

#15 (?comment=15)

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

does it work in 1.4.2?

Report (/reports/create/15/3710961) Reply Quote Multi-quote

(, members/blackheart_612)

blackheart_612 ▼

#18 (?comment=18)

(/members/blackheart_612)

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.

Report (/reports/create/15/3725419) Reply Quote Multi-quote

2 (/projects/airplane-plus?page=2#comments)

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