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Kerbal Aircraft Expansion _Continued "New Management"

By SpannerMonkey(smce), October 12, 2017 in Add-on Releases

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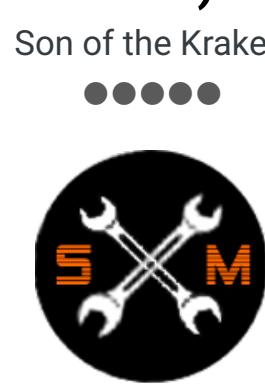
24

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mce)**

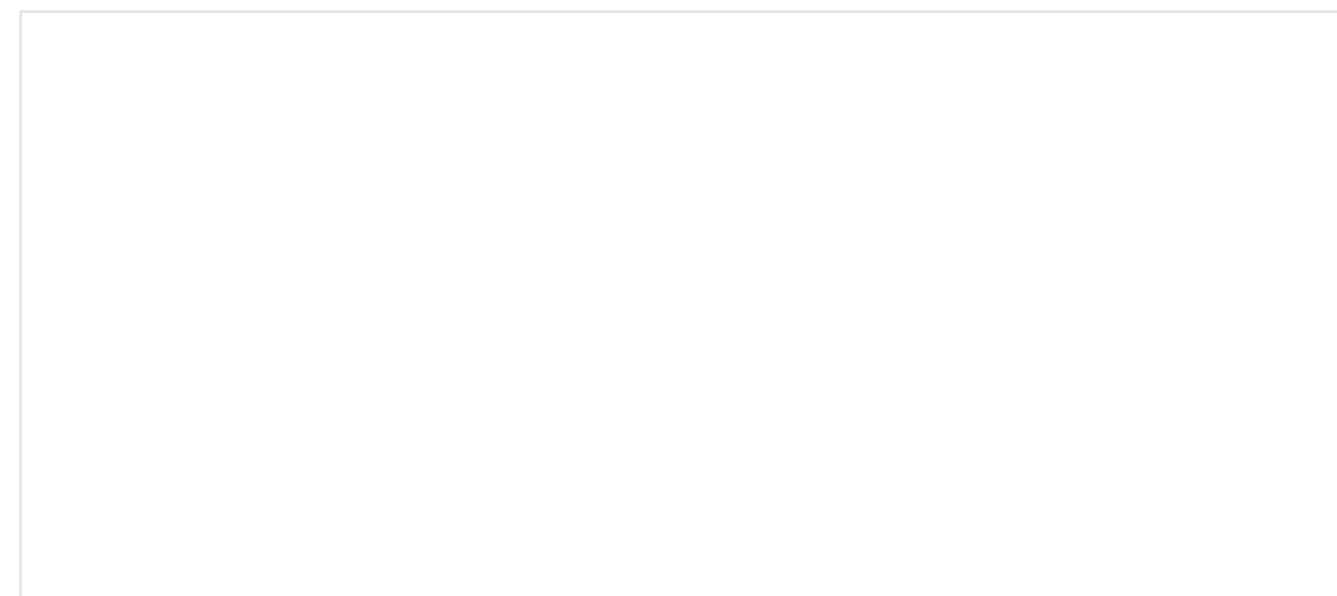
Posted October 12, 2017 (edited)

[Report post](#) Son of the Kraken.

CONTINUEDMembers
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Still THE pack of select vanilla-inspired parts for your aircrafting needs!

UNDER NEW MANAGEMENT

For further info please visit the thread linked below

Kerbal Aircraft Expansion V2.7.2

The continuation of the Kerbal Aircraft Expansion created by [@keptin](#)Currently under management by [SpannerMonkey](#) and the [SM TestGroup](#)Special thanks go in this update to [@DoctorDavinci](#) for overhauling all the textures . [@inigma](#) for testing and advice.
and the guys on the overwhelmed test team. Thanks muchly all

Previous version listed for KSP 1.2.2 has known issues in KSP 1.3.1 and although functional will produce log errors that may lead to diminished game quality. Use at own risk.

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

[2M cockpit - 2M Fuselage \(jet fuel\) - 2M Structural Fuselage \(empty\) - 2M Tail Boom](#)

[New textures](#)



-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 portraying unmodified or modified versions of KAX

All other rights are reserved

Specifically, you may not:

Distribute unmodified versions of KAX, in part or whole, without permission

use KAX for any commercial purposes

This KSP Mod incorporates category creation code from a part of USITools called PartCatalog.cs and is used under the GPLv3 License. ([GPLv3](#))

Thanks to [@keptin](#) for agreeing to allow my team to assume management and updating of KAX. ps hope you don't mind me borrowing KAX graphic

Its is our intention to preserve the stock like compatibility and versatility of these parts, and any subsequent parts will be designed with that in mind. We would hope that any new part will blend seamlessly with the current parts and add to rather than detract from the mods functionality



You, smotheredrun, Supercheese and 19 others reacted to this

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Stealth FightersMembers
+ 195

399 posts

Location: Reach, ε Eridani

Posted October 12, 2017

Report post

Good to see it back! Woohoo!



NJMKSR'S WEAPONS PACK

**SpannerMonkey(s
mce)**

Son of the Kraken.

Members
+ 2,963

3,676 posts

Posted October 12, 2017

Report post

On 10/12/2017 at 9:21 PM, njmksr said:

Good to see it back! Woohoo!

Cheers.

Although not quite back yet, it'll be back once we've done the first raft of updating, I think reviving would be the proper term.

How's the project coming along?



njmksr and Rodhern reacted to 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](#)[How to get support](#)**inigma**

Capsule Communicator



Posted October 16, 2017 (edited)

Report post

And the GAP crowd rejoices! 🎉🎉🎉 Glad to see KAX picked up by a most awesome modder. 🎉

Edited October 16, 2017 by inigma

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SPACE DOCK

**SpannerMonkey(s**

Posted October 16, 2017 (edited)

Report post

mce)
Son of the Kraken.



Members
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3,676 posts

On 10/16/2017 at 5:53 PM, inigma said:

And the GAP crowd rejoices! 🎉🎉🎉 Glad to see KAX picked up by a most awesome modder. 🎉

Cheers, and you'll be glad to know a beta is only hours away, that's the plan, but we know how plans go .

Also I intend, given the holes pointed out to me elsewhere by my trusty team, to fill some of the gaps in aircraft availability and type. As is my way new parts usually come in groups, so it's unlikely that there'll be many single items appearing as updates, but more kits of parts, all in the stock a like theme (which i can sort of pull off) , so for example a cockpit , tail and cargo bay, wings if it proves too tedious making them from parts. SO bigger will be the KAX of the future

I think I can show a little sample from a few days ago , well a full 12 hours after adoption 🎉 and approved as good by Keptin

Reveal hidden contents

Edited October 16, 2017 by SpannerMonkey(smce)

3

inigma, Nightside and linuxgurugamer reacted to this

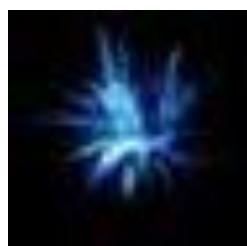


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inigma

Capsule Communicator
•••••



Members
+ 1,913
3,294 posts

Posted October 16, 2017 (edited)

Report post

Any possibility us airplane builders could get a working wooden propeller part out of this so we can make these things?



This is currently a downscaled KAX tail rotor part. Would be cool though if we could get a small propeller plane engine though for early aircraft. 🎉

Edited October 16, 2017 by inigma

3

You, Matuchkin and theonegalen reacted to this

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SpannerMonkey(s mce)

Son of the Kraken.



Members

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3,676 posts

Posted October 16, 2017

Report post

On 10/16/2017 at 6:05 PM, inigma said:

Any possibility us airplane builders could get a working wooden propeller part out of this so we can make these things?

Wood eh, used to have a sign up in my workshop that stated " wood not spoken here" , but as it's simulated it'll pass ☺
That'll be a yes

4

inigma, XOC2008, DoctorDavinci and 1 other reacted to this



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SpannerMonkey(s mce)

Son of the Kraken.



Members

+ 2,963

3,676 posts

Posted October 17, 2017

Report post

On 10/16/2017 at 6:05 PM, inigma said:

Would be cool though if we could get a small propeller plane engine though for early aircraft. ☺

Perhaps something like



8

Beetlecat, CanOmer, theonegalen and 5 others reacted to this

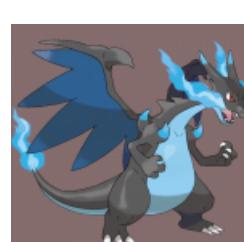


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Mrcarrot

Emiko Station Replicator



Posted October 17, 2017 (edited)

Report post

I had no clue, not in the slightest, that this mod was even one patch outdated. Anyway, thanks for continuing it! one of my favorite mods!

Edited October 17, 2017 by Mrcarrot

Members
+ 542
640 posts
Location: Messing with the
Discord API



X ▾

Combatsmithen

Launching space junk since
February 2013

● ● ●



Report post

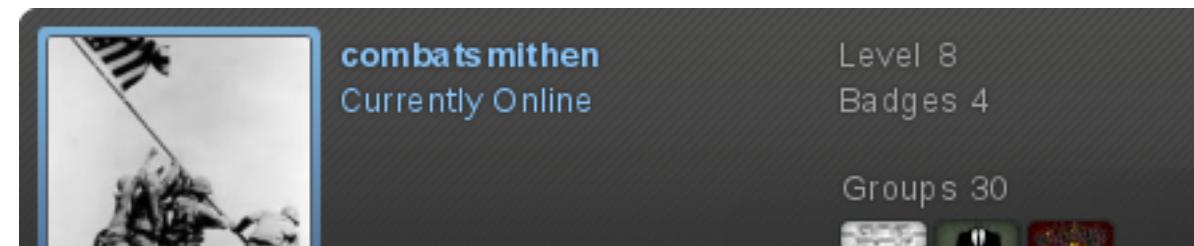
Posted October 17, 2017

My game gets stuck on the KAX Electric Prop when loading up. Any help?



X ▾

Subscribe to my youtube channel! https://www.youtube.com/channel/UCDOmAfTGF_gybHk6Slmmc-Q



Report post

Shirson

Bottle Rocketeer
● ●



Report post

Posted October 17, 2017

https://www.dropbox.com/s/v11owfb2jix92d2/KAX_v2.6.5.zip?dl=0



404

That file isn't here anymore

Someone might've deleted the file or disabled the link.

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Members
+ 16
23 posts

Location: 79°W 44°N



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+ 16
23 posts

Location: 79°W 44°N



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Location: 79°W 44°N



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Location: 79°W 44°N



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Location: 79°W 44°N



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Location: 79°W 44°N



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Location: 79°W 44°N



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Location: 79°W 44°N



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23 posts

Location: 79°W 44°N



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23 posts

Location: 79°W 44°N



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23 posts

Location: 79°W 44°N



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Members
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23 posts

Location: 79°W 44°N

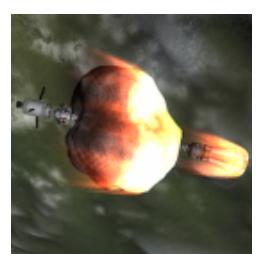


<p



Rodger

Bottle Rocketeer



Members

+ 173

322 posts

Location: Canberra, Australia

Posted October 17, 2017

Report post

On 10/17/2017 at 9:03 PM, Combatsmithen said:

My game gets stuck on the KAX Electric Prop when loading up. Any help?

I think that's normally from firespitter not being installed properly. It uses the "FScoolant" resource, so firespitter needs to have the resource definition config, not just the plugin.



<https://spacedock.info/mod/1478/Back In Black> - Black textures for spaceplane parts |
<https://spacedock.info/mod/1555/Biome Corrections> - Fixes for stock biome bugs



Report post

Combatsmithen

Launching space junk since
February 2013



Members

+ 168

665 posts

Posted October 18, 2017

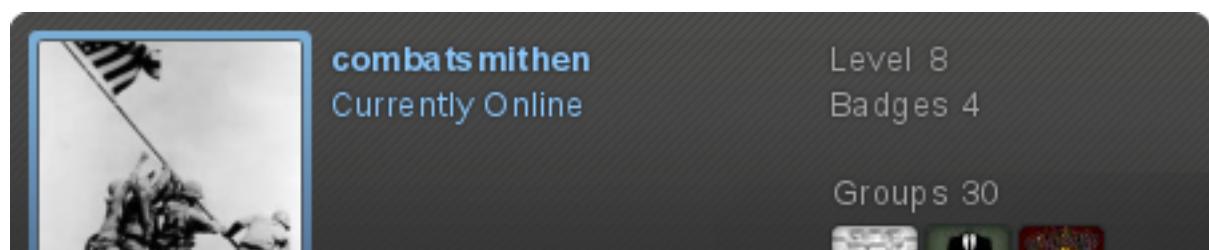
On 10/17/2017 at 10:59 PM, Rodger said:

I think that's normally from firespitter not being installed properly. It uses the "FScoolant" resource, so firespitter needs to have the resource definition config, not just the plugin.

ah ok



Subscribe to my youtube channel! https://www.youtube.com/channel/UCD0mAfTGF_gybHk6Slmmc-Q



Report post

SpannerMonkey(s mce)

Son of the Kraken.



Members

+ 2,963

3,676 posts

Posted October 18, 2017

On 10/17/2017 at 9:30 PM, Beetlecatt said:

though wood props would (and somebody will correct me) only be two-bladed



On 10/17/2017 at 9:03 PM, Combatsmithen said:

My game gets stuck on the KAX Electric Prop when loading up. Any help?



Hi all re dependency and FS, especially the FS, it's my intention over time, as i do with ,most of my projects, to make it standalone. So that even if you only install KAX it will be full operational.

This wont happen for a while yet(T&C's) , but small steps toward are already in place. There was an included resource file in the last KAX release to work around it being missing in FS, The simple solution is to bring it in house as a custom KAX resource, say hello to KAXdropro drone propellant.

On 10/17/2017 at 9:16 PM, Shirson said:

That file isn't here anymore

Hi ooop s , having some trouble with Dropbox of late, link will be restored asap. cheers



2

Beetlecat and DoctorDavinci reacted to 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](#)
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Combatsmithen

Launching space junk since February 2013



Members
+ 168
665 posts

Posted October 18, 2017

Report post

On 10/18/2017 at 9:41 AM, SpannerMonkey(smce) said:



Hi all re dependency and FS, especially the FS, it's my intention over time, as i do with ,most of my projects, to make it standalone. So that even if you only install KAX it will be full operational.

This wont happen for a while yet(T&C's) , but small steps toward are already in place. There was an included resource file in the last KAX release to work around it being missing in FS, The simple solution is to bring it in house as a custom KAX resource, say hello to KAXdropro drone propellant.

Hi ooop s , having some trouble with Dropbox of late, link will be restored asap. cheers

Dropbox is still broke



Subscribe to my youtube channel! https://www.youtube.com/channel/UCDOmAfTGF_gybHk6Slmmc-Q



SpannerMonkey(s mce)

Son of the Kraken.



Members

+ 2,963

3,676 posts

Posted October 18, 2017

Report post

On 10/18/2017 at 7:01 PM, Combatsmithen said:

Dropbox is still broke

fixed



x



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[Aerospace 1.4.x;](#) [SM OST and T 1.4.x](#) [SM_Static Harbors etc](#)

[SMI Small Arms coming soon](#)

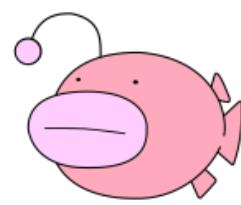
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Report post



StahnAileron

Spacecraft Engineer



Members

+ 237

548 posts

Posted October 18, 2017

Report post



Regarding a custom KAX resource: is there a chance of including/supporting an MM config that swaps out the KAX custom resources for more common ones from CRP for those of us that have extensive modded installs (and therefore likely to have the needed dependencies anyway)? I'd rather have a common pool of resources that the mods I use pull from (that make sense) than each one using their own set of custom resources, if possible.



2

Supercheese and MisterFister reacted to this



Combatsmithen

Launching space junk since
February 2013



Members

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665 posts

Posted October 19, 2017 (edited)

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The radial engine's animation is broken, doesn't play, displays a static model of the prop being still as well as of a static spinning animation at the same time.

Edited October 19, 2017 by Combatsmithen



x

Subscribe to my youtube channel! https://www.youtube.com/channel/UCDOmAfTGF_gybHk6Slmmc-Q



SpannerMonkey(s mce)

Son of the Kraken.



Members

+ 2,963

3,676 posts

Posted October 19, 2017 (edited)

Report post



On 10/19/2017 at 8:28 PM, Combatsmithen said:

The radial engine's animation is broken, doesn't play, displays a static model of the prop being still as well as of a static spinning animation at the same time.

Hi I'm aware of some problems with the current old release and am working my way through the issues. Due to extra unexpected problems this is taking a little longer than i first projected . I would very much like to see a copy of the KSP.log from an existing user who has not downloaded the linked release and are using a legacy version. I'm going to remove the the link now as I feel that it will continue causing problems long after it's removed, and i have no wish to have merging good install with defective install problems going forwards.

Sorry for any inconvenience , service will be resumed shortly.

cheers

@Combatsmithen As i suspected the previously linked download was not what not was supposed to be, I have made available a link to the last released version on Curseforge which was for KSP 1.2.2 ,This version IS known to have issues, and although all engines are functional there are problems that will cause log spam

[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](#)[How to get support](#)

Report post

**SpannerMonkey(s
mce)**

Son of the Kraken.



Members

2,963

3,676 posts

Posted October 20, 2017 (edited)

Progress report, all being well , final testing is about to commence with a beautifully clean log.

So among the tasks completed, Custom Category for KAX parts . Rebuilding of all prop engines except the tail rotor (which was trouble free) to remove prop spinner errors and log spam . logging once every revolution ends up being a lot of spam. EN/US localisation as it's sort of obligatory these days. as usual the bulk of this was accomplished by [@gomker](#) and his marvelous scripting talents

Addition of the 3 vintage engines which are available in standard , sport and heavy version, the standard single cylinder, liquid fuel guzzling engine will astound you with it's awesome 3.5kn of power. And while i struggled to build something that would work at the requested feeble power, [@inigma](#) kindly provided a [craft](#) that would indeed fly with that little power, and provided "stock a feel" balancing assistance and design suggestions. Although they are small the little craft these little engines push or pull along are great fun to fly. (I'd have never guessed)

The most noticeable difference being the stock alike appearance, it's even more stock alike than before , and all parts have been given the treatment. [@DoctorDavinci](#) he who is blessed with far more color appreciation than I , completely reworked every texture , and as icing on the cake added full KAX support to [DCK](#)



Edited October 20, 2017 by SpannerMonkey(smce)



Supercheese, Shadowmage, Drew Kerman and 5 others reacted to this

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Report post

Beetlecat

Sr. Spacecraft Engineer



Posted October 20, 2017

<wild applause commences>





Onward!



X

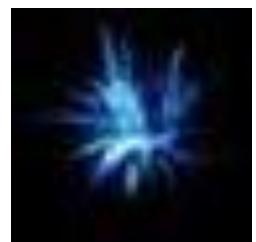
Members

+ 552

1,581 posts

inigma

Capsule Communicator



Members

+ 1,913

3,294 posts

Posted October 20, 2017

Report post

here's the test craft:



SpannerMonkey(smce) reacted to this

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SPACE DOCK



**SpannerMonkey(s
mce)**

Posted October 24, 2017

Report post

Son of the Kraken.



Members

+ 2,963

3,676 posts

Kerbal Aircraft Expansion KSP 131 BETA 1

Kerbal Aircraft Expansion KSP 131 BETA 1 KAX V2.7.0

Features custom parts category

Even more stockalike textures

New vintage propeller engines

Please report any issues to

<https://github.com/SpannerMonkey/KAX/issues>



linuxgurugamer, Beetlecatt, DoctorDavinci and 2 others reacted to this



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[Aerospace 1.4.x](#) [SM OST and T 1.4.x](#) [SM_ Static Harbors etc](#)

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adsii1970

Posted October 24, 2017

Report post

Expert Coffee Consumer



I am having a problem with the C-130 like fuselage wheels... (I am still on 1.3). In the [SPH](#), I cannot get them to extend properly. Any suggestions?



Moderator

+ 7,218

3,100 posts

Location: In a top-secret and undisclosed location near a coffee pot.

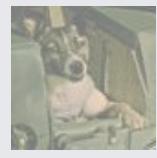


[My sorta maintained thread](#)

[The Highly Educated KSP Player – legends in our own mirror](#)

[Kerny Kerman's Journal \(mission reports from a Kerbal's point of view\)](#)

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[1.6.1] Knes 0.7 - Diomede Update



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