ADJUSTABLE LANDING GEAR

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Game Version: 1.0.5

Source code: https://github.com/BahamutoD/BDAnimationModules (https://githu...

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Mod Website: Forum Thread (http://forum.kerbalspaceprogram.com/index.php?/...
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Information Changelog Stats

This is a small part pack of landing gear that you can adjust to suit your needs.

Currently there are three parts: The standard single wheel version, and a slightly buffed two-wheel version and a larger 4-wheel version (although, all parts can be rescaled).

Using the tweakable sliders you can change:

- Ride height
- Leg angle
- Wheel angle
- Suspension spring
- Suspension damper
- Scale
- Brake torque
- Max steering angle

You can also click on "Auto-align wheel" to make the wheels perpendicular to the ground.

It also has steering and a motor.

Similar to the B9 wheels, you can "Toggle Heatshielding" to turn the bay doors black!

-Note: These are intended for use in the SPH only.



Powered by BDAnimationModules. (Included) (Source linked in thread) Credit to Snjo for the original FSWheel and related classes.

Source Code (https://github.com/KSP-SpaceDock/KerbalStuff)

API (https://github.com/KSP-SpaceDock/KerbalStuff/blob/master/api.md)

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