



[1.0.5] Adjustable Landing Gear v1.2.0 (mass/cost scaling, tech nodes, drag) - May 30

[Follow](#)

92

By BahamutoD, November 9, 2014 in Add-on Releases

Rate this topic

[Start new topic](#)

1

2

3

4

5

6

[NEXT](#)

>>

Page 1 of 32

BahamutoD

Senior Rocket Scientist



Members

 1,996

1,285 posts

Posted November 9, 2014 (edited)

[Report post](#) *Landing gear the way you want it!*> [Download](#) from SpaceDock[v1.2.0 Update Info](#)[v1.1.1 Update Info](#)[v1.1.0 Update info](#)**No longer requires Firespitter!**

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:

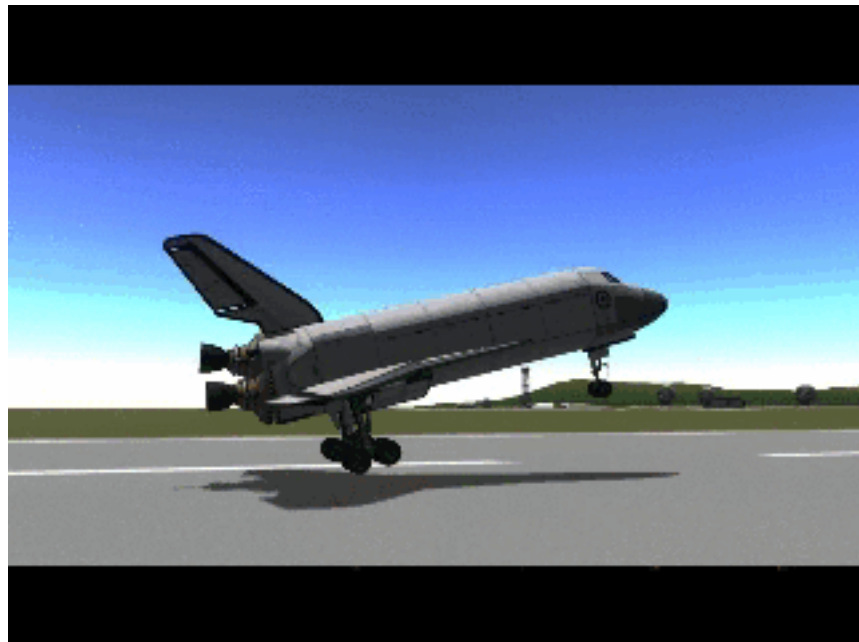
- Ride height
- Leg angle
- Wheel angle
- Suspension spring
- Suspension damper
- Scale
- Brake torque
- Max steering angle

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.



[Javascript is disabled. View full album](#)

Powered by [BDAnimationModules](#). (Included) (Source linked in thread)

Credit to [Snjo](#) for the original FSWheel and related classes.

License: [CC-BY-SA 3.0](#)

anarkhon, Hodo, Athlonic and 68 others like this



[CameraTools](#) | [BD Armory \(Weapons\)](#) | [Vessel Mover](#)



[Improved Chase Camera](#) | [BDynamics \(parts\)](#)

[Adjustable Landing Gear](#) | [Youtube page](#) (KSP and mod update vids)

jfull

Junior Rocket Scientist



Members

+ 165

639 posts

Posted November 9, 2014

Report post



Wow...

They're a beautiful solution to a problem I didn't even know I had

Thank you so much!

RobotsAndSpaceships likes this



Check out my old mission report series, [Kerbco Launch Systems](#)



TMS

Engage tacos!



Members

+ 679

1,295 posts

Posted November 9, 2014

Report post



Wow... so much amaze!



[System Specs & Modification List](#)



Dragon01

Flight Director



Posted November 9, 2014

Report post



Wow. That's awesome. 🤖 A perfect solution to all landing



Members

+ 441

3,957 posts

gear problems.



123nick

Sr. Spacecraft Engineer



Members

+ 82


921 posts

Posted November 9, 2014

Report post

Wow. how many more replys that start with the word "wow" ? but still, this is absolutely amazing.










123nick
Currently Online


Level 36
Badges 26

Games 371

Groups 7



SRB-X :)



CalculusWarrior

Professional Lithobraker



Members

+ 702

1,634 posts

Location: Canada

Posted November 9, 2014

Report post

Wow. I think there will be a lot more replies starting with 'wow', since this is such an amazing mod.



A PLANET DIVIDED
The Story of Kerbin's Kold War

BahamutoD

Senior Rocket Scientist



Posted November 9, 2014

Report post

Wow I totally forgot to fix something at the last minute. I uploaded v1.0.1, but the only difference is:

- Set "useCustomParticleFX = true" in bdAdjLGside.cfg



Members

+ 1,996

1,285 posts

so it has the particle effects on tire screeching.



[CameraTools](#) | [BD Armory \(Weapons\)](#) | [Vessel Mover](#) x ▾

[Improved Chase Camera](#) | [BDynamics \(parts\)](#)

[Adjustable Landing Gear](#) | [Youtube page](#) (KSP and mod update vids)

Starman4308

Blind Astronomer



Members

+ 1,699

1,628 posts

Posted November 9, 2014

Report post

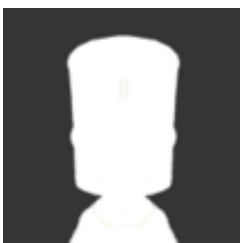
Wow, this will really help with spaceplanes, because now there's much less fear of tailstrikes when you try jacking up the nose for takeoff lift. I've always been annoyed at the shortness of the stock landing gear.



[Astronomers of Gael](#): A mission report series from Galileo's Planet Pack x ▾

plasmeus

Rocketeer



Members

+ 5

39 posts

Posted November 9, 2014

Report post

Cool! I have been waiting for a mod like this. Some of the AJE engines need a lot of clearance.



Entropius

Sr. Spacecraft Engineer



Posted November 9, 2014

Report post

I really like these landing gear. They might very well be the only ones I ever use from this point on. Thanks for making them.



Members

+ 97

238 posts



Drew Kerman

KSA Operations Director



Members

+ 1,765

5,234 posts

Posted November 9, 2014

Report post

it's the little things that make this extra great - like the fact that the wheel bay doors stay closed while the landing gear are deployed. Very cool!



Kerbal Space Agency

@KSA_MissionCtrl 3k

[Mods List](#) | [Forum Thread](#)

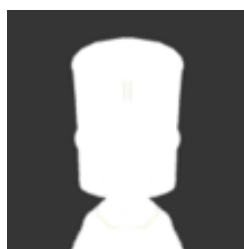
Avatar commissioned from [Yorshee](#)

Active



Dragon01

Flight Director



Members

+ 441

3,957 posts

Posted November 9, 2014

Report post

The final solution to all clearance, footprint, stability and veering issues the old gear were prone to. 🙄 I really love this mod.



tjm2000

Bottle Rocketeer



Posted November 9, 2014

Report post

Dear BahamutoD, I have a problem with the wheels sinking into the ground and not doing anything



Members

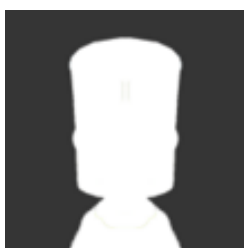
● 0

11 posts



ThorBeorn

Sr. Spacecraft Engineer



Members

+ 24

375 posts

Posted November 9, 2014

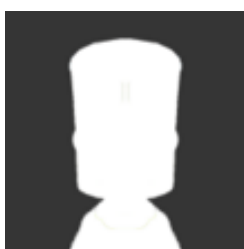
Report post

Excellent! Been wanting a mod like this for a long time.
Dang, you make a lot of great mods.



Tortoise

Hobby Explosion Maker



Members

+ 138

834 posts

Location: Earth

Posted November 9, 2014

Report post

Wow this is a nice mod I'm gonna have to test this out one day.



Founder of [Kerbin Space Programs Agency \(Inactive\)](#) & I proudly have never used an autopilot before.

[FuelWings](#)

Favorite Op: [UmbralRaptor](#). Favorite Modder: [BahamutoD](#).
Favorite mod: [FAR](#)

BudgetHedgehog

Don't Panic



Posted November 9, 2014

Report post



Quote

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



Members
+ 2,288
4,180 posts

Oh sweet baby Jee, downloading now.



Athlonic

Space Talker



Members
+ 461
628 posts

Posted November 9, 2014

Report post

This is just so much needed ! Thanks a lot for this great addition.

Liked, subscribed, +rep, downloaded, ... and all these kind of stuff ^^



Mobo: Asus Formula VI | **CPU:** Intel i7 4790K | **RAM:** 16GB G.Skill p2400 | **GC:** GTX1080Ti Asus

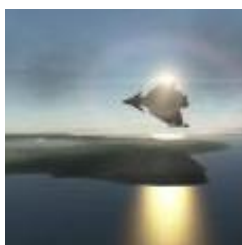
Strix 11G | **Screen :** Acer XB321HK 32" 4K G-Sync | **PSU:** Corsair AX860i | **OS:** Win 10pro x64 |

Controllers : XboxOne pad / X55 Rhino

[\[1.5.x\] Chatterer v.0.9.96 - Just keep talking to me \[18 Oct 2018\]](#)

colmo

Modder's muse



Members
+ 140
1,161 posts

Posted November 9, 2014

Report post

I was excited by the video a few days back. They do everything I could want of landing gear save one - docking to carrier decks!



[First helicopter to KSC2](#) | [KSP gallery \(Google\)](#) | [KSP gallery \(Steam\)](#) | [KSP legacy craft](#)

mike9606

Rocket Scientist



Members

+ 60

780 posts

Posted November 9, 2014

Report post

▼ **tjm2000 said:**

Dear BahamutoD, I have a problem with the wheels sinking into the ground and not doing anything

Make sure you have the firespitter plugin. It uses the firespitter wheel module, so it requires the Firespitter plugin despite that plugin not being included in the download.

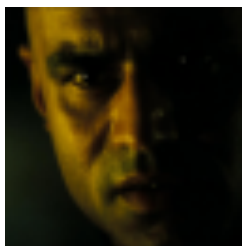


[SIGPIC][/SIGPIC]



CaptRobau

Outer Planets Mod Dev



Members

+ 1,127

2,125 posts

Posted November 9, 2014

Report post

I've been looking at your profile every day, seeing if you had release it already. Can't wait to try it out.



Starbuckminsterfullerton

Spacecraft Engineer



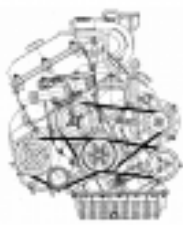
Posted November 9, 2014

Report post

How possible would it be to do something like this for rover wheels? Not as necessary, I know, just curious.

Fireheart318 likes this





Members

+ 130

336 posts



PRE-NOVEMBER 2015 FORUM UPDATE

[Standard Propulsion Systems](#)

I have a mod now!



akron

Quetzalcoaxial



Members

+ 2,236

1,475 posts

Location: Not Ohio, seriously
it's a coincidence

Posted November 9, 2014

Report post

I hope I can get it working with my modded install. Thank you. You do awesome work!



Faraway_Hotel

Bottle Rocketeer



Members

0

19 posts

Posted November 9, 2014

Report post

Excellent stuff, solves a lot of problems.

One tiny issue, if the brakes are triggered while the gear is moving, the indicator light won't go back to blue again.

Also a thought: Would it possible/useful to have the leg's forward/backward angle adjustable as well?



I remember old [SAS](#).



CaptRobau

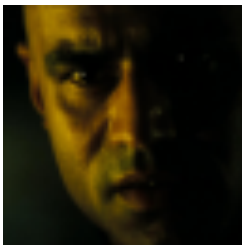
Outer Planets Mod Dev



Posted November 9, 2014

Report post

mike9606 said:



Members
+ 1,127
2,125 posts

Make sure you have the firespitter plugin. It uses the firespitter wheel module, so it requires the Firespitter plugin despite that plugin not being included in the download.

I have the same problem, yet I installed it. Does the Firespitter plugin need to be in a certain folder or something? It does seem to load it as it says it's not compatible with 0.25 (which is weird since I got the latest version).



UAL002

Junior Rocket Scientist



Members
+ 111
763 posts

Posted November 9, 2014

Report post



BD, you're my hero.

Can anyone tell me where in the tech tree this is real quick, please say the node after the first stock gear. 🤖



1

2

3

4

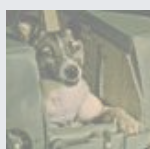
5

6

NEXT



Page 1 of 32



⚠ This topic is now closed to further replies.



GO TO TOPIC LISTING

NEXT UNREAD TOPIC





Language ▼ Theme ▼ Privacy Policy Contact Us