Posted September 19, 2020 (edited)

ColdWarAerospace

Full Album:

Version 5.1:

https://imgur.com/a/BrfRUUD

Version 5.2:

https://imgur.com/a/ZfcTXDm

Version 5.3:

https://imgur.com/a/1LGJ1Ll

Craft files:

Dependencies:

Required:

- B9PartSwitch/Plugins
- https://github.com/sirkha/ss-B9PartSwitch/releases
  - PropellerFan (only objects and sounds are necessary, not in-game mod from Propeller-Valve)
- https://github.com/sirkha/PropellerFan/releases
  - RotorsPlugin

B9PartSwitch and PropellerFan are used by many parts in this craft and animations.

Recommended:

TundraEx (this old version should work without issues)

https://github.com/sirkha/TundraEx/releases/download/v0.0.0.0/TundraEx.1.4.2.2

B9 Aerospace Procedural Wings

https://github.com/sirkha/B9-PWings-Fork/releases

Many parts are created with **TundraEx** in mind. It's not a dealing, some parts are even underpowered when specialized. Get **B9 Aerospace ProceduralWings** for cool wings.

How to find ColdWarAerospace parts in hangar?

Just set to "Cold" or "cold war" to search box above parts menu!

Also you can search for:

Origin

West

East

Resistance

Cold war (since 1940s - 1960s, 1960s - 1980, 1980s - now 1990s)

Early

Mid

Late

If you want to search for parts from Mirai, Jets, Ion and just wanna to search box: "ion/mirai"

The **resistance** belong to an "alternate timeline" in KSP universe.

Download:

https://mega.nz/file/ZNAEQ2ZJ#ZoNqNwxxx

Quote

LOcKOn, sh_sonny, ch and Wolfhoito like this

cabiagnitzare

Members
13 61

Posted January 7

> On 1/6/2021 at 6:14 PM, AirShark said:
>
> Same here. I feel that the cockpit is generating WAYYYY too much lift for some reason.

I believe it is why the creator added balance weights with his mod. I have used most of his cockpits with no issue

Quote

AirShark and LOcKOn like this

https://kerbals.com/cabiagnitzare/ch

LOcKOn

Members
10 67

Posted January 8 (edited)

Author

Hi,

Uploaded new version: 0.2.

Many new parts, improvements to textures, geometry, configs, more realistic engines and much more!

https://imgur.com/a/Qzz7dHHm

Edited January 8 by LOcKOn

Quote

Manul, Hohenemser and Wolfhoito like this

My addons: CoMWarAerospace

MY CRAFT ON ORBITALS

HebaruSan

Members
4,422 8k

Posted January 8

> On 9/19/2020 at 9:17 AM, LOcKOn said:
>
> - ModulePlanager
>
> https://github.com/sarbian/ModulePlanager/releases

Ok, the ModulePlanager releases are not available to download from that link, which offers only source code: you have to go to Sarbian's Jenkins to get something installable:

- https://ksp.sarbian.com/jenkins/job/ModulePlanager/

However, is this true?

> On 9/19/2020 at 9:17 AM, LOcKOn said:
>
> ModulePlanger is necessary for all things to work.

Reviewing this for addition to CKAN, I don't see any use of ModulePlanger syntax in the cfg files, and our MM syntax detector agrees. If you used some, do you recall where it was? We would want to improve the syntax detector if possible. Thanks!

Quote

LOcKOn like this

LOcKOn

Members
10 67

Posted January 8

Author

> On 1/6/2021 at 7:20 PM, HebaruSan said:
>
> Ok, the ModulePlanger releases are not available to download from that link, which offers only source code: you have to go to Sarbian's Jenkins to get something installable:
>
> - https://ksp.sarbian.com/jenkins/job/ModulePlanger/
>
> Expand ▾

To be honest, i don't remember if currently there are any parts that need ModulePlanger (x2), maybe some other dependencies require ModulePlanger?

Quote

HebaruSan like this

My addons: CoMWarAerospace

MY CRAFT ON ORBITALS

AirShark

Members
137 233
About me: CEO of AIDEC

Posted January 9

> On 1/5/2021 at 9:10 AM, cabiagnitzare said:
>
> I believe it is why the creator added balance weights with his mod. I have used most of his cockpits with no issue

Omg I never noticed the weights, I have to give them a try!

Quote

LOcKOn like this

Edit Signature...

2 weeks later...

Wolfhoito

New Members
2 2

Posted January 20

Hey man! I've been using this mod since the day it released pretty much, and it's one of my favourite mods. Do you have a list or something with the stuff you plan on adding? Also what about adding a bicoupler for your size 1 mk3 parts to make stuff like the English Electric Lightning?

Quote

LOcKOn like this

KIMCH8

Members
21 143
About me: Texas in Kerguelen!!!

Posted January 27

Has anyone tried this on BG? I know the engines may not work, but perhaps the structures will?

Quote

Lo-var Lachland

Members
2,850 1k

Posted February 1

Looks awesome. Fits really well with the stock aesthetic.

Quote

LOcKOn like this

"Spaceflight as an aesthetic, Mankind's frontiers and the Kerbal boundaries" - **Bob Kerbman**

We Who Witnessed (KSP mod)

Some fan people:

Join the public KSP2 Discussion server!

3 months later...

LOcKOn

Members
10 67

Posted May 7 (edited)

Author

Hi, Version 0.3 is released! Added some cool new parts, fixed old textures, configs and models!

Here is link to album:

https://imgur.com/a/ZZaQDuJ

Edited May 7 by LOcKOn

Quote

Kalangolenin, Beetlecat, rotter13 and 2 others like this

My addons: CoMWarAerospace

MY CRAFT ON ORBITALS

Beetlecat

Members
1,101 2.4k
About me: Is Spacecraft Engineer

Posted May 7

YES! These are so great.

Totally dumping them into my current game, post-haste!

Quote

LOcKOn like this

Onward!

LOcKOn

Members
10 67

Posted May 7 (edited)

Author

> On 5/7/2021 at 9:50 PM, Beetlecat said:
>
> YES! These are so great.
>
> Totally dumping them into my current game, post-haste!

Thanks!

Currently im quite busy with some stuff in my life, but in my free time im working on new parts for the next update, some cool cargo plane parts. So in next update probably 0-76 and something american 😎😎

Edited May 7 by LOcKOn

Quote

Stone Blue, Beetlecat, OrdinaryAlarman and 1 other like this

My addons: CoMWarAerospace

MY CRAFT ON ORBITALS

KSP dogfight master

Members
1 28
About me: Kerbal Air Force

Posted May 8

could we please get a proper F-15E cockpit? sad there isnt an actual one in any ksp mod.

also the new parts look sick!

Quote

LOcKOn like this

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