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[WIP]D12 Aerotech - A B9 Aerospace Expansion (Beta1)

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By PolecatEZ, April 26, 2014 in Add-on Development

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PolecatEZ

Sr. Spacecraft Engineer



Members

+ 183

520 posts

Posted April 26, 2014 (edited)

[Report post](#)

Beta Release candidate 1 - D12 Aerotech!



The D12 Aerotech Expansion for B9

Without further ado, included are:

- * 6 basic wing sizes (covers 3 rectangular and 4 delta shapes) - 6 Alternate models for each
- * Swept wing with 7 alternate models and larger "swept" wing set for more fun.
- * Full set of configurable canards and winglets (2 catalog parts).
- * 3 basic control surface sizes with 9 Alternate models for each.
- * 8 New Cockpits, 2 sets of custom internals. All have internals and are functional. Some have alternate model meshes. Includes 0.625m escape pod.
- * Folding wing set with 3 alternates.

- * Two Swing Wing sets - X-02 and F-14 version.
- * Intakes in B9 style to replace stock intakes, along with Mk1 Bicoupler intake with alternate meshes, lateral mount resize for F15 style
- * B52/58 Style Engine
- * 4 Rotor types - Dual Rotor, Heavy Lifter, Futuristic Buzzer, and Whispercraft
- * Fully configurable Turbo-prop engine
- * B9 Quality replacements for Stock Mk2 parts
- * 1.25m x 1m Fuel tank with alternate models, 1.25 x 2m cargo bay.
- * Flotation system (single catalog part)
- * Drop Tanks in 2 sizes with alternate shapes (fuel configurations coming soon).
- * Stock nosecones, small adapter, and tail replacements with 7-10 alternate models each.
- * Missile Construction System - Single missile with 6000 combinations (requires Romfarer.dll - sold separately).
- * FAR friendly on select parts (FAR sold separately).

All this for about 15 MB in RAM load and HD space, and a net 15 catalog entries (if you knock out Squad replacements).

You must have: The very latest Firespitter plugin release (included under license) and, of course, B9 Aerospace installed.

DOWNLOAD

Note: I will be updating this download periodically until B9's next version release, then it will go to Curse. Report all bugs and suggestions in this thread. If you don't like something, explain a bit and suggest alternatives. As always, RTFM (included) before reporting a bug or "feature."

Still to come:

1. VTOL converting Jet Engine and Prop

2. Firespitter procedural rotors and propeller integration.
3. Configurable fuels in various things.
4. Full Skillful integration.
5. Landing gear gaps will be filled.

Released under the same license as B9 Aerospace. -NC
SA- All texturing is adapted from Bac9's B9 Aerospace
pack. All meshes loosely adapted from the same. Special
thank you to Snjo and his continuing work on Firespitter,
without which this wouldn't be possible.



Edited June 1, 2014 by PolecatEZ



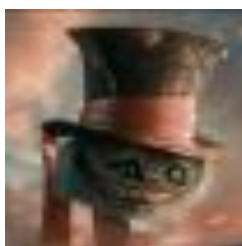
Quote

Mekan1k, Marscommander, Lack and 11 others like
this



Mekan1k

Harbinger



Members

+91

2,220 posts

Posted April 26, 2014

Report post

Keep the texture levels down, and we will do just fine...

I love the designs!



Quote



My stories :



1)
<http://forum.kerbalspaceprogram.com/showthread.php/28970-AAR-Development-A-Journey-to-space>

2)

Justin Kerbice

Senior Rocket Scientist



Members

+ 135

1,476 posts

Posted April 26, 2014

Report post

Looks good, and as you said yourself, be careful on memory usage, but I see you have already work on this 🤖. I know it's early then, having more chopper parts + make them easy to control (the choppers) and better balanced than firespitter ones would be great. As for now, they are not the best thing to fly with in KSP.

For the wings, could it be possible to have bigger/wider wing without procedural thing ? Cause "stacking" stock wing connectors together makes bird likes wings 🤖.



Quote



[\[sIGPIC\]/\[/sIGPIC\]](#) <-- click me



KSP could have been the best game ever... instead, it is just another failure in the video game history 🤖.

NQMT

Test Pilot



Members

+ 77

436 posts

Posted April 26, 2014

Report post

Never thought a mod expansion could make me squeal like a happy little pig.

When this is released, I swear this'll be the most popular thing on the forums.

This is exciting.

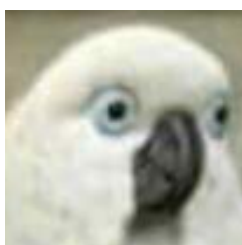


Quote



Bartybum

Spacecraft Engineer



Members

Posted April 26, 2014

Report post

This is perfect! So much variation in similar parts 🤖



Quote



+ 91
229 posts

Lack

Rocket Scientist



Members

+ 515

860 posts

Posted April 26, 2014

Report post

Very nice, I take it you got the texture swapping to work then, did you end up having to use FS for that in the end?

Also, for everyone talking about memory usage:

▼ PolecatEZ said:

This is an expansion pack for the awesomeness that is B9. All textures are recycled, existing B9 users will get a ton of new toys (focusing on helicopters for now) for about 3-4mb more.

Polecat's referencing the existing textures, as I understand it, same trick I've been using for SXT and a few others have done.



Quote



LACK LUSTER LABS
SYNERGISING ROCKETS AND STUFF



Mods: [LLL](#), [SXT-Stock extension](#), [KSC++](#)

[Addon development thread](#)

Ittito

Ship Crasher Enthusiast



Members

+ 119

139 posts

Posted April 26, 2014

Report post

Outstanding work! Can wait to grab it as soon as it's released!



Quote



Neutrinovore

Junior Rocket Scientist



Members

+ 133

776 posts

Posted April 26, 2014

Report post

Okay, holy...

Wow. Just... Wow.

This mod just zoomed straight to the top of my 'must have ASAP' list! Seriously, I NEED these parts!! 🤖

Totally blown away by the fantastic design of the cockpits and the rotors, especially that 'shoutycraft' one, lol! This pack might actually get me interested in building helicopters. 🤖

To be clear, I'm not referring to the B9 textures, although that aspect is certainly a huge improvement over Squad's (and Firespitter's, honestly) weird cartoony look. No, I mean the design, the shape of the new parts is just fantastic! It's like you reached into my head, I've been begging (silently, because the 'Addon request thread has... issues) for cockpits just like these for months! Ehh, I'll try to stop using exclamation points, but it won't be easy, lol. 🤖

Really looking forward to this mod, Polecat. I'll be checking in HOURLY, if not more frequently, to see if it's available for download yet.

Kudos, and bravo!

+ Quote

Some of my favorite quotes:

"Attention: National Procrastination Week has been postponed until next month."

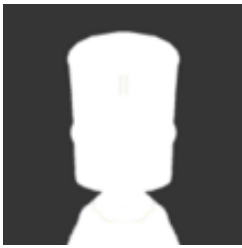
"A lack of preparation on your part does not constitute an emergency on my part."

Darren9

Rocket Scientist

Posted April 26, 2014

Report post



Members

+ 314

887 posts

Yes, it looks great. Can't wait to get hold of it!



Quote



[Jeb in pink spandex - KSP will never be the same](#)



Tex_NL

Everlasting know-it-all



Members

+ 2,201

4,124 posts

Posted April 26, 2014

Report post



I have to agree with what already has been said: Looks awesome, can't wait.

Though I do have one question. You talk about part replacements. Do you plan to actually replace (out with the old, in with the new) the originals or will you offer them side by side with the original (keep both new and old)?



Quote



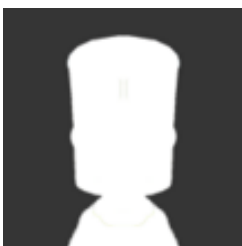
*Get your head out of
your ass. Look around.
Think.*

*And draw your own
fragging conclusions!*



Talisar

Rocket Scientist



Members

+ 123

750 posts

Posted April 26, 2014

Report post



Looks great! I'll be following this one with interest!



Quote



My Mods:



[Spherical & Toroidal Tank Pack](#)

[Radial Experimental Data Storage](#)

[\[WIP\] Large Upper Stage](#)

Grijze Pillion

Rocketeer



Members



1

38 posts

Posted April 26, 2014

Report post

Happy dance

More B9?! Didn't know you people could, like, read minds (please don't)

Some of the meshes look slightly wonky though - but keep up the good work!



Quote



PolecatEZ

Sr. Spacecraft Engineer



Members



183

520 posts

Posted April 26, 2014

Report post

▼ **Lack said:**

Very nice, I take it you got the texture swapping to work then, did you end up having to use FS for that in the end?

Also, for everyone talking about memory usage:

Polecat's referencing the existing textures, as I understand it, same trick I've been using for SXT and a few others have done.

Yep, finally got it to work. It was frustrating because I remember doing it a long time ago for consolidating the Squad internals into a single folder (and chopping out about 2/3 the memory hit...may do that again). The trick is the ordering. I went back through and realized everywhere it worked was because I put the textures that I wanted to use somehow in alphabetical order first, either by folder or naming convention, so when it processed the config the texture it wanted was already in memory. To make sure, I made an "Xpansion" folder inside the B9_Aerospace folder to place everything (loads after all else in B9), and all is smooth. You don't even need the dummy files. The system also doesn't deal well with texture names with "_" in them, but B9 only has 2 or 3 of those and I can use FS to get around that.

▼ **Tex_NL said:**

Though I do have one question. You talk about part replacements. Do you plan to actually replace (out with the old, in with the new) the originals or will you offer then side by side with the original (keep both new and old)?

There will be a specific sub-folder for all Squad replacements, and I'll have 2 separate downloads for that. The Knockout version will replace, the Supplement version will just add to.

▼ **Justin Kerbice said:**

For the wings, could it be possible to have bigger/wider wing without procedural thing ? Cause "stacking" stock wing connectors together makes bird likes wings 🤪.

I'll include a 3x3 structural wing per your request, as I had it made but the new joint strengthening made it mostly unnecessary. I kept the bigger wings at perfect 1.5m x 3m incremental scale (with only squared-off bounding boxes right inside the flat parts) so you can puzzle piece them together into any shape you want and they should still look ok. These aren't simple resizes, I actually went back in Blender for them. They may be a little off if you load them as a replacement into an existing save game, but the aircraft will still function, you'll just need to adjust them a little in the VAB.

▼ **Grijze Pilon said:**

Some of the meshes look slightly wonky though - but keep up the good work!

Two reasons, when I placed them in 2D to take pictures, they may get warped a little strangely by Blender. Also, some of them are just early models that were made when I had never touched a 3D modeling program before. I actually don't expect people to use every model, just keep the ones that appeal to you and delete the others. I tried to make a part for every niche I could think without over-spamming (I have a lot of failures and stuff that just didn't fit in my unity folders), but everyone has different ideas of what niches need filled.

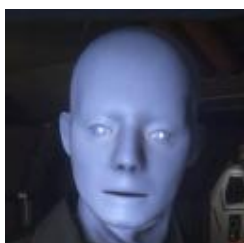


Quote



Helix935

Escape Pod Tester



Members

+ 114

1,687 posts

Posted April 26, 2014

Report post

for the lack of a better word...

Wow



Quote



Nam deorum sedes in stellis

[Orbital Mechanics](#) [Six Words](#)

If i helped you with a bug, mod-finding mission, or just general hilarity/ideas, rep is appreciated so that i may

TK421d

DadJoke Writer



Members

+ 76

434 posts

Posted April 26, 2014

Report post

O.o nice 🤪

while you're at it, want to know what would make me love you long time? fairings and decouplers for the S2 and H2 bodies...

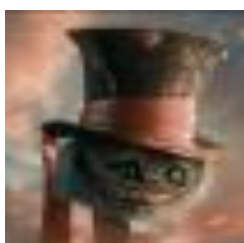


Quote



Mekan1k

Harbinger



Posted April 27, 2014

Report post

The shoutcraft Rotorwing system... I look forward to seeing how that works.



Quote



Members
+ 91
2,220 posts

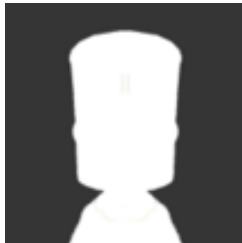
My stories :



- 1)
<http://forum.kerbalspaceprogram.com/showthread.php/28970-AAR-Development-A-Journey-to-space>
- 2)

Hellbrand

Sr. Spacecraft Engineer



Members
+ 40
499 posts

Posted April 27, 2014

Report post

I have a feeling you should make the mk.1 cockpit nose longer and more pointed .. it seems a little too blunt as it is now >_>

+ Quote

"A good scientist is a person with original ideas. A good engineer is a person who makes a design that works with as few original ideas as possible. There are no prima donnas in engineering." -Freeman Dyson

Kerbal Aeronautical Engineer and Sergal Extraordinaire! you need something transported somewhere Be it bombs or

KvickFlygarn87

Ad aspera per stultitia



Members
+ 299
1,923 posts

Posted April 27, 2014

Report post

Looks neat, really B9-ish! Maybe have a whack at redistributing B9 with this? It is under CC, so you are free to redistribute it if you give credits and say what you've changed. Moar infoz [here](#).

+ Quote

▼ NASAFanboy said:



"Houston, we have a problem. My ass is stuck in the hatch. Houston? Houston? Stop laughing dammit, this isn't funny. Urgh...darn, can't wiggle out of it. Stop laughing, no, no, stop laughing! I'm serious here!"

Orbitusll

Posted April 27, 2014

Report post

Retired Forumgoer



Members

+ 235

1,245 posts

A beautiful expansion for B9 Aerospace? Oh boy!



Seriously, these parts look amazing so I'll be sure to reinstall B9 when I get around to it. I've been kinda dissatisfied with the stock part looks (esp. the planes) so these replacements are going right into my game folders.



Will you be working on ModuleManager configs to make installation easy? I'm not too concerned with my abilities, but a simple MM config to switch out models would be very convenient. And heck, I have free time so I could put that file together for ya! (Although I should probably be working on Tweakable Wheels... 🤖)



Quote

ISE likes this



Quote

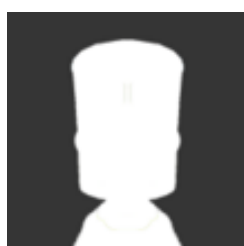


Every day is Attack on Titan for chickens. -Roommate Tim, 2015

Addons: [Tweakable Wheels](#) | [Conics Configurator](#) | [One-Eye Industries: Stylish Cargo Transports!](#)

daxter

Bottle Rocketeer



Posted April 27, 2014

Report post

Looking really good, can't wait! Thank you for making quite a few B9 fans real happy 🤖

A quick suggestion: consider doing replacements for the stock inline and shielded docking ports, maybe? I'm having daydreams of the B9 Mk2 nosecone opening to reveal a docking port...

Members

0

9 posts

Also, a MK2 to S2 adapter would be quite useful...



Quote



PolecatEZ

Sr. Spacecraft Engineer



Members

+ 183

520 posts

Posted April 27, 2014

Report post

▼ daxter said:

Looking really good, can't wait! Thank you for making quite a few B9 fans real happy 🤖

A quick suggestion: consider doing replacements for the stock inline and shielded docking ports, maybe? I'm having daydreams of the B9 Mk2 nosecone opening to reveal a docking port...

Also, a MK2 to S2 adapter would be quite useful...

I started experiments with docking ports already. The stock shielded one will get an extender of 2-3 meters and will be surface mounted...still probably squared though. The stock inline I've already almost completed, there will be a 2m 1.25 cargo bay with the first release, and I'm putting together the animation for a 1.5m long inline docking port based on that. I may also make a 3rd one with the nosecone idea, maybe flip the entire top of the cone down...or spread it like a giant claw.

I'll throw that other one on the list of adapters. Adapters are easy to make and look good, they're just very tedious work.

general update

I've finally muscled my way through all stock wings and ailerons, and I'm fairly happy with the results. I'll definitely revisit them later and retexture, but for now they look decent. The whole system builds like a giant puzzle, and after much cursing at Unity, the ailerons and canards actually rotate correctly in all situations.

Next steps are to re-export all the rotors/engines, odds and ends, and the cockpits that don't require custom internals (about half) and do an alpha release hopefully in the next

5-6 hours. 2 versions are planned:

Squad Knockout - Replaces select stock parts, and adds additional non-stock parts.

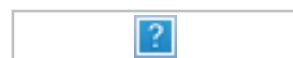
Supplemental - Adds different versions of stock parts to the catalog (doesn't replace anything) and adds additional non-stock parts.

The only requirements will be the original B9 download, module manager, and you should probably update your FireSpitter plugin. Some engine sounds are borrowed from Firespitter for now, so if you have full Firespitter installed you'll get everything sounding good, if not some parts will be silent. I have basic sound files for what I want, I just need to find a good sound editor to trim down the files before I include them.

There's no need to re-release B9 or include any actual files from B9 on my part. This is meant as an expansion, so when B9 is updated everything should work just fine.



Quote



SpaceK531

Spacecraft Engineer



Members

+ 22

185 posts

Posted April 27, 2014

Report post

The 3D work looks great, but it looks like you have too many faces assigned to the same smoothing group, making those weird diagonal dark and light areas. Every face should have a smoothing group different from the adjacent ones, but curved faces should have the same smoothing group. It really goes a long way to make models look pretty!



Quote





PolecatEZ

Sr. Spacecraft Engineer



Members

+ 183

520 posts

Posted April 27, 2014

Report post

I knew that was an issue, I just had no idea exactly how to call it so trying to look up how to fix it was fail. But now I know. You are now also responsible for a release delay while I apply this to some models 🤖



Quote



SpaceK531

Spacecraft Engineer



Members

+ 22

185 posts

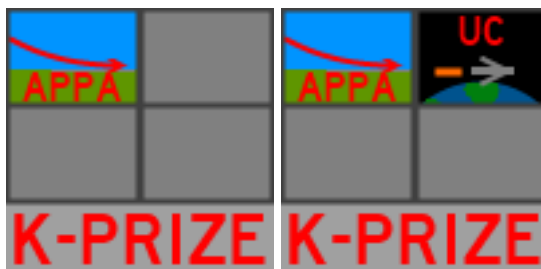
Posted April 27, 2014

Report post

That may be, but I think everyone can agree that it will be worth the wait.



Quote



louiz347

Rocketeer



Members


Posted April 28, 2014

Report post

Hey man, your parts are amazing. I'm very excited for them, specially for the rotors!

Is there a chance that you can release a standalone version of it? Because I would like to use them, but I don't use B9, and I think that more people are in my situation.

You know, I used B9 a lot and will probably will use it again,

 4
27 posts

but I would rather not have to install it just to use your parts.

But you know, just saying. Appreciate your work no matter what!

 [Quote](#)



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