[1.6.1] Kerbal Field Weapon Pack V2.2 [KBF] [2019.3.22]

by Kerwoodan Kerbin, March 3, 2019 in Add-On Discussion

Kerwoodan Kerbin
Posted March 3, 2019 (edited)
Report post

Kerbal Field Weapon Pack

Weapons more than photo show

Our members: Kerbal | Kerbal | Kerbal Kerbal Kerbal

Download: SpaceDock

Recommended:

KWrenna Contract v1.1.0

License: GGWTFW

Edited March 22, 2019 by Kerwoodan Kerbin

Quote

Yes, DiscoveryPlanet, image found! It's there only

JohnnyWhite11
Posted March 3, 2019
Report post

Wonderful!

Would you please continuously training these wonderful tools.

BTW, they were really very quality models and that anyone can that out there.

Quote

DiscoveryPlanet image found!

DiscoveryPlanet
Posted March 3, 2019
Report post

Quote

MetalMan
Posted March 3, 2019
Report post

Are we getting a new star here? Just curious, I have both of these mods, and they are the sweetest things I've ever seen.

Quote

Image is not DiscoveryPlanet this time.

Kerwoodan Kerbin
Posted March 3, 2019
Report post

On 1/19/2019 at 12:46 AM, MetalMan said:

Are we getting a new star here? Just curious, I have both of these mods, and they are the sweetest things I've ever seen.

Thanks.

Quote

Image is not Kerbal Field Weapon Pack.

MetalMan
Posted March 3, 2019
Report post

On 1/19/2019 at 12:47 AM, Kerwoodan Kerbin said:

Thanks.

Thanks.

Quote

Loaded Kerbin Star, Yes.

KOC2000
Posted March 3, 2019
Report post

Thank you Kerwoodan for all the wonderful work put in the Kerbal Universe!

Quote

ARMORY
Kerbal Space Program Community Forum Hosting
Old Kerbals Announcements Archive · Old Kerbals KSP1 Forum · Old Kerbals · Kerbal Universe · Discord

Kerwoodan Kerbin
Posted March 3, 2019
Report post

On 1/19/2019 at 12:48 AM, KOC2000 said:

Thank you Kerwoodan for all the wonderful work put in the Kerbal Universe!

Thank you!

Quote

Asra
Posted March 3, 2019 (edited)
Report post

Congratulations on the release!

Edited January 19, 2019 by Asra

Sporting an eyepiece and engineer in Bartlet Navy & Universal Fleet Solutions

Kerbal Space Program Community Forum Hosting
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Quote

Image found!

Cobalders
Posted March 3, 2019
Report post

Quote

KOC2000
Posted March 3, 2019
Report post

Quote

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Kerbal Space Program Community Forum Hosting
Old Kerbals Announcements Archive · Old Kerbals KSP1 Forum · Old Kerbals · Kerbal Universe · Discord

BF2_Pilot
Posted March 3, 2019 (edited)
Report post

Looking forward to this!

On 1/19/2019 at 12:49 AM, Cobalders said:

Quote

AirDuck
Posted March 3, 2019
Report post

Quote

DiscoveryPlanet
Posted March 3, 2019
Report post

DiscoveryPlanet image found!

Quote

War Eagle 1
Posted March 3, 2019
Report post

Quote

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BF2_Pilot
Posted March 3, 2019
Report post

On 1/19/2019 at 12:50 AM, DiscoveryPlanet said:

Gr31,5H Stabilized Gun 31,5mm

Quote

Image is not Kerbal Field Weapon Pack.

War Eagle 1
Posted March 3, 2019
Report post

Quote

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KOC2000
Posted March 3, 2019
Report post

On 1/19/2019 at 12:50 AM, BF2_Pilot said:

Quote

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BF2_Pilot
Posted March 3, 2019
Report post

On 1/19/2019 at 12:50 AM, DiscoveryPlanet said:

Gr31,5H Stabilized Gun 31,5mm

Quote

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KOC2000
Posted March 3, 2019
Report post

Quote

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War Eagle 1
Posted March 3, 2019
Report post

Quote

ARMORY
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312
1,580 posts
Location: Alabama

In the beginning, God created the Heavens and the Earth

PROJECT Genesis

XOC2008
SMI Collab and BDAc Tester

Members
324
693 posts

Posted January 11, 2018

> On 1/11/2018 at 2:07 PM, War Eagle 1 said:
>
> If the air to air missiles look to too big on a stock Aries 3a then i consider them too big

And I reiterate, not too big for everyone. Too big for you sure, but not too big for those who build real scale stuff. If you want them scaled down you can always make a tweakscale patch.

Quote

ARMORY

SM Armory/SM AFVs - SM Marine - Large Boat Parts Pack - SM Stryker Aerospace and Armory - Old School WW2 Turrets - SM Statics - KAX Continued - Versus

---

War Eagle 1
Everyones favorite Kerbal playing redneck

Members
312
1,580 posts
Location: Alabama

Posted January 11, 2018 (edited)

> On 1/11/2018 at 8:36 PM, XOC2008 said:
>
> And I reiterate, not too big for everyone. Too big for you sure, but not too big for those who build real scale stuff. If you want them scaled down you can always make a tweakscale patch.

1. easier said than done.
2. I dont believe thats possible. I think in the past someone tried to make a tweakscale patch for standard BDA weapons and failed miserably
3. A counter to your, its not to big for for everyone, is its to big for many. Not everyone builds 1:1 replicas so as such my request isnt irrational and the creator may take it into consideration

Edited January 11, 2018 by War Eagle 1

Quote

In the beginning, God created the Heavens and the Earth

PROJECT Genesis

AirShark
CEO of KADEC

Members
131
125 posts

Posted January 11, 2018

> On 1/11/2018 at 8:55 PM, War Eagle 1 said:
>
> 1. easier said than done.
> 2. I dont believe thats possible. I think in the past someone tried to make a tweakscale patch for standard BDA weapons and failed miserably
> 3. A counter to your, its not to big for for everyone, is its to big for many. Not everyone builds 1:1 replicas so as such my request isnt irrational and the creator may take it into consideration

Honestly I have no issue with the weapons sizes. A tweakscale patch should work, or you can do what I've done for some parts and that is to manually edit the Re-Scale factor in the part CFG, this will work. And quite frankly, I enjoy creating 1:1 replicas much more than Kerbal scale crafts. For me, personally, it adds a sense of realism and authenticity to my work. As a matter of fact, it was the 1:1 scale of the BD Armory weapons that got me building 1:1 scale craft in the first place. And finally, most other weapon creators do make their parts at a 1:1 scale, so **Kerrowden Kerbin** is simply continuing this trend.

> On 1/11/2018 at 1:42 AM, DiscoveryPlanet said:
>
> Whoaaaa
>
>
>
>
> Vote for Cannon and Automatic Weapon, GSH-301 It would be great for sukhoi jetfighter

I need some GSH-301 in my life... but that Mauser BK27 sure is awesome too!

Quote

DiscoveryPlanet likes this

Edit Signature...

War Eagle 1
Everyones favorite Kerbal playing redneck

Members
312
1,580 posts
Location: Alabama

Posted January 11, 2018

> On 1/11/2018 at 9:41 PM, AirShark said:
>
> Honestly I have no issue with the weapons sizes. A tweakscale patch should work, or you can do what I've done for some parts and that is to manually edit the Re-Scale factor in the part CFG, this will work. And quite frankly, I enjoy creating 1:1 replicas much more than Kerbal scale crafts. For me, personally, it adds a sense of realism and authenticity to my work. As a matter of fact, it was the 1:1 scale of the BD Armory weapons that got me building 1:1 scale craft in the first place. And finally, most other weapon creators do make their parts at a 1:1 scale, so **Kerrowden Kerbin** is simply continuing this trend.

I play with a facebook group that does military RP stuff. One of the rules is no editing the CFG files. While 1:1 scale is allowed it doesnt look very well when you are using tanks that are kerbal sized and you fly over with a light fighter the size of a kerbal sized bomber.

Quote

In the beginning, God created the Heavens and the Earth

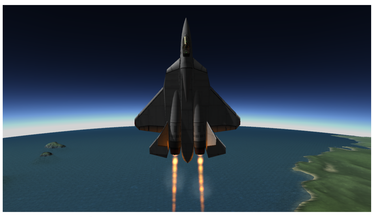
PROJECT Genesis

DiscoveryPlanet
Spacecraft Engineer

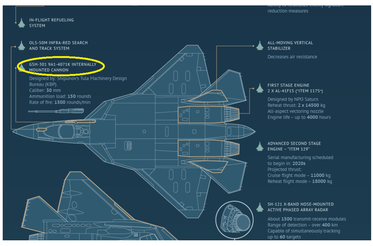
Members
97
248 posts

Posted January 11, 2018

> On 1/11/2018 at 9:41 PM, AirShark said:
>
> I need some GSH-301 in my life



Need GSH-301 for this badass !!!



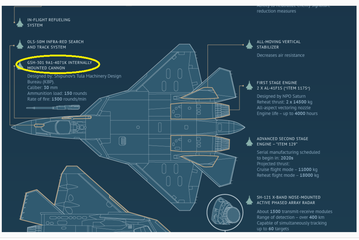
Quote

AirShark likes this

AirShark
CEO of KADEC

Members
131
125 posts

Posted January 11, 2018

> On 1/11/2018 at 11:12 PM, DiscoveryPlanet said:
>
>
>
> Need GSH-301 for this badass !!!
>
> 
>

Oh yeah... it needs the GSH!

Quote

DiscoveryPlanet likes this

Edit Signature...

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