KERBAL SPACE PROGRAM

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[1.7] Mk2 Expansion v1.8.4.1 [update 4/23/2019]

[1.7] Mk2 Expansion v1.8.4.1 [update 4/23/2019]

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By SuicidalInsanity, May 13, 2015 in Add-on Releases

● parts   ● spaceplanes   ● mk2

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SuicidalInsanity
Sr. Spacecraft Engineer
●●●●
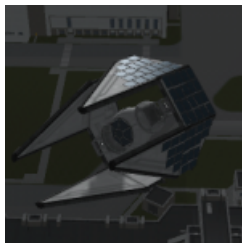
Members
⊕ **1,747**
1,078 posts

Posted May 13, 2015 (edited)   Report post ⤳

Version 1.8.4.1

This is a parts pack intended to flesh out the stock mk2 parts lineup by providing new engines, air intakes, and fuselage segments and cockpits in the mk2 formfactor, to give players more options when building spaceplanes and more. All textures are stock textures where possible, using MODEL nodes, so RAM footprint should be minimal.

-Command

- 2 kerbal Inverted cockpit with IVA
- 1 kerbal Multi-purpose high visibility cockpit with IVA
- 2 kerbal Mk2-1.25 cockpit with IVA
- 3 kerbal Mk2 spaceplane cockpit with IVA
- 1 Kerbal Bubble canopy with IVA

-Control

- Aerodynamic Configurable Monopropellant RCS block
- Aerodynamic Configurable LF/O OMS block
- 5-Way heavy duty Mk2 conformal RCS block
- Roll control RCS chine block
- Prograde/retrograde RCS chine cap
- Stability Control RCS and SAS module
- Monopropellant OMS pod

-Air Intakes

- 1.25m to Mk2 inline air intake
- Ramscoop intake
- Mk2 shock cone intake
- Mk2 precooler
- Mk2 subsonic circular intake

-Engines

- 'Vector' Thrust Vector Turbojet
- 'Afterburn' TurboRamJet
- E.S.T.O.C. Dual-cycle Engine
- M.A.T.T.O.C.K. Dual-cycle Engine
- 'Pegasus' Inline VTOL engine
- 'Siddeley' VTOL engine
- 'JumpJet' radial VTOL engine
- 'Wedge' Linear Aerospike
- 'Pluto' Nuclear Engine
- 'Rontgen' Atomic Thermal Jet
- 'Mule' Thrust reverser turbofan
- 'Spirit' Xenon/Electric Engine
- 'J.Edgar' heavy VTOL engine

- "Mongrel" rocket VTOL Engine
- 'Wirligig' Turboprop Engine
- 'Boost-O-Tron' Air-Augmented SRB
- 'Mallet' Air-Augmented SRB
- 'Sledgehammer' Air-Augmented Ramrocket
- 'Banshee' VTOL Lift Fan
- 'Hyperblast' Scramjet

-**Aerodynamic**

- Chines in three flavors
- Mk1 scale chine pieces - short, long, and end cap segments for 1.25m parts
- Mk2 scale chine pieces - short, long, and end cap segments for Mk2 fuselages
- Mk2 scale chine wing root pieces - chine adapter, short, and long segments

-**Fuselage and structural**

- Shrouded 1.25m Engine/Docking Mount
- 2-State 1.25m Aerospace mount
- Mk2 Tailboom
- Hypersonic Mk2 nosecone with integrated RCS
- Nosecap with integrated RCS
- Spadetail Mk2 to wing adapter
- Mk2 inverter fuselage
- Mk2-0.625 tricoupler
- Mk2-1.25 tricoupler
- Mk2 short bicoupler
- Mk2-size2 short adapter
- T, X, and L hubs
- Mk2 Structural Tube
- Mk2 Structural Adapter Short
- Mk2 Structural Adapter Long
- Mk2 decoupler
- Mk2 Service Tank
- Mk2 Science Lab
- Mk2 airlock endcap
- Mk2 Radial Attach Mount
- Mk2 Long Crew Cabin

-**Utility**

- Shielded Mk2 docking port
- Low-Profile Aligned Docking Port

- Mk2 Service Compartment
- Mk2 Nuclear Reactor
- Mk2 Battery bank
- Mk2 radial shrouded solar panel
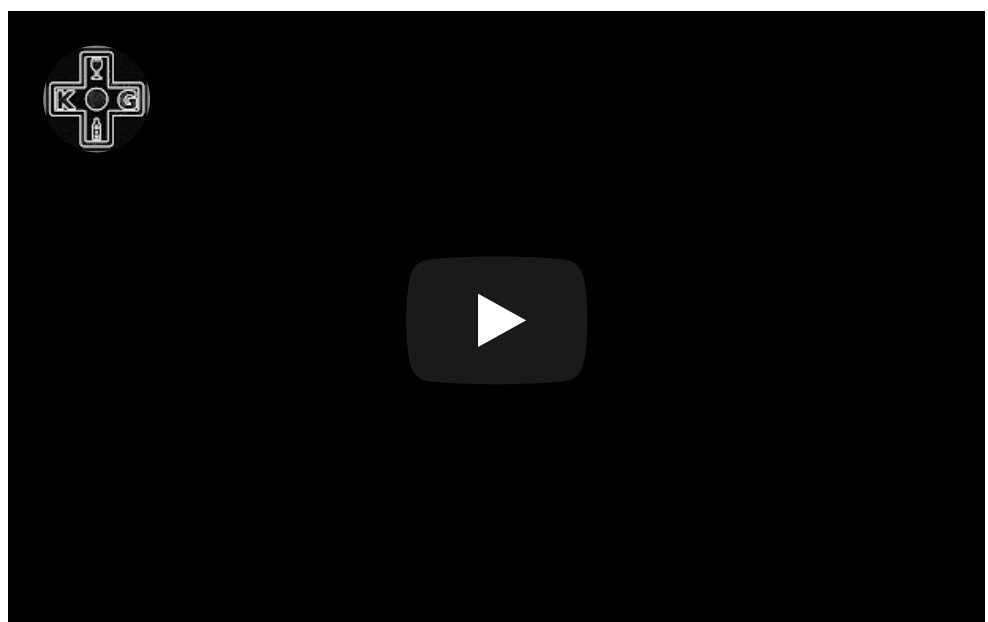- Mk2 nose cargo bay
- Shrouded Thermal Control System

DOWNLOAD

-Primary: [SpaceDock](#)

-Secondary: [Github](#)

Mk2 Expansion uses as dependencies, and is bundled with, Module Manager, CommunityResourcePack, and B9 PartSwitch

This mod is also CKAN indexed

Kottabos review: (From Version 1.0)


[Album a/BHXmt will appear when post is submitted](#)

Compatibility

This mod comes with Module Manager compatibility/interoperability patches for a number of mods.

- Connected Living Space
- Kerbal Atomics

- RasterPropMonitor
- ASET IVA props
- Tweakscale
- USI Life Support
- Deadly ReEntry
- ExtraPlanetary launchpads
- Ferram Aerospace Research
- Modular Fuel Tanks
- Near Future Electrical
- Community Tech Tree
- Modular Fuel Tanks
- Modular Kolony Systems
- RealPlume-Stock
- WindowShine

F.A.Q.

- Why won't the game load? KSP crashes when trying to load M2 Expansion parts?
    - Make sure you install the required dependencies, B9 PartSwitch and Community Resource Pack. Both are included with Mk2Expansion in the download. Because M2X uses resources from CRP, KSP will not load if it is missing from your Kerbal Space Program/GameData director

- How do I use the Hyperblast Scramjet?

    - You can find a tutorial on how to use the scramjet here:
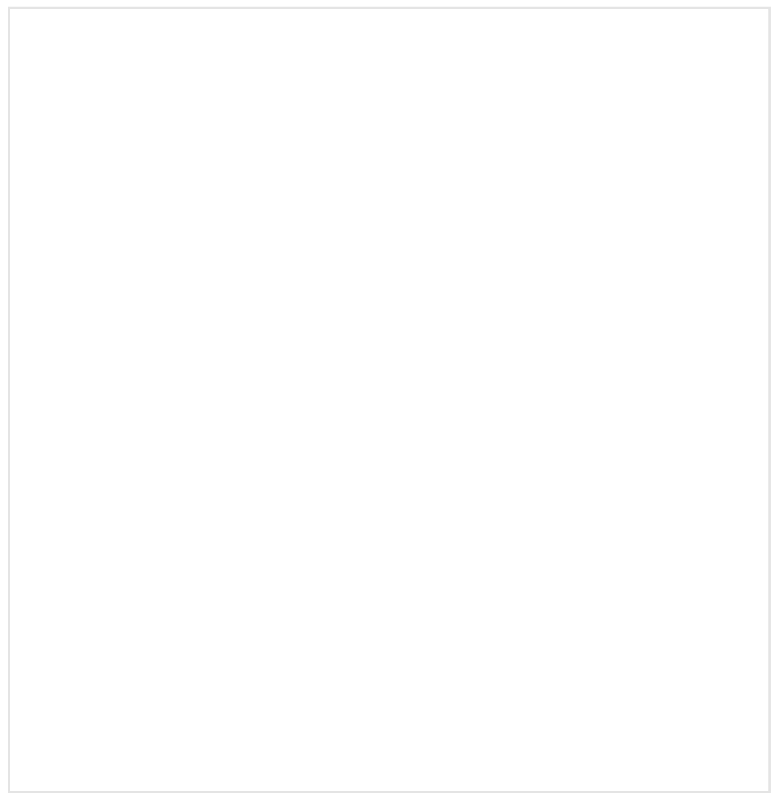
For KSPI and users, or if you want RF engine configs, there is a compatibility pack courtesy of ABZB: Link

Changelog:

> ❯ **Reveal hidden contents**

Licensing

The contents of this mod are distributed a Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License

http://creativecommons.org/licenses/by-nc-sa/4.0/legalcode'

This mod uses the Community Resource Pack, IB9 PartSwitch, and Module manager as dependencies

Suggestions and feedback welcome.

Not seeing a part you want? Have suggestions or ideas for new parts to add? Make sure to post them in the Dev thread.

Edited April 23 by SuicidalInsanity

Updating OP

+ Quote

You, s1l3nt_c0y0t3, dizzysaurus and 56 others like this

Mk2 Expansion - The spaceplane parts you never knew you needed | Mk3 Expansion - WIP - Wings, engines, and more | Stockalike Mining Extension - Mining bits for the smallest rovers to the biggest ships | Grand Prix - KK racetracks and the parts to build your own | BDAc UI Team Icons - Know what's friend or foe at a glance

---

hjrrockies

Rocketry Enthusiast

●●

Members

⊕ 21

76 posts

Report post ⤴

These look really nice! Love mods like these that use stock textures.

+ Quote

Errol

Junior Rocket Scientist

●●●●

Members

⊕ 319

1,053 posts

Report post ⤴

I'm dying to build mk2 vtols with hinges that have open engine mounts. There is a part pack that has nice mk2 vtol stuff, but I want to throw rapiers on it and take it to space!

+ Quote

Human Colored Heads Recolored

Apparently the bible tells you how to go to heaven; not how the heavens go...

~Galileo

CactusLynx
Rocketry Enthusiast
● ●

Report post ⤴

Beautiful! Finally someone makes some proper chines!

➕   Quote   👍

---

ultrasquid
Junior Rocket Scientist
● ● ● ●

Report post ⤴

Thanks for doing this. The new Mk-2 cross-section parts are nearing completion thanks to this and other mods. Keep up the good work!

➕   Quote   👍

---

theonegalen
Senior IVA Designer
● ● ● ● ●

Report post ⤴

I want these parts, but I use Ven's Stock Revamp.

➕   Quote   👍

✕ ⌄

Musician, Teacher, Science Enthusiast, Nerd, Christian

Working on custom ASET IVAs for stock and mod cockpits:
Warbird Cockpits!
Current WIP: Stock Mk1Inline (F-15A), Mk2Inline (Blackbird/Retro), and Mk1Pod (Mercury) cockpit,

---

biohazard15
Senior Rocket Scientist
● ● ● ●

Report post ⤴

Nice mod, especially that spade tail. Now I can finally
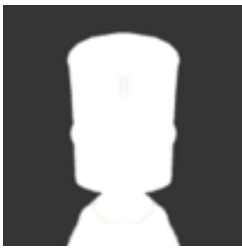
make a proper Su-34!

BigFatStupidHead
Cantankerous old goat
●●●
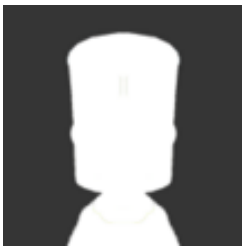
Members
⊕ 106
411 posts

Posted May 14, 2015

Very nice looking parts. Good work!

+ Quote

ZentroCatson
Debris Hauler
●●●

Members
⊕ 353
253 posts
Location: swinging by Jool's moons

Posted May 14, 2015

Ooh, these look awesome! Tried them out now, my new plane flies really well with that thrust-vector-turbojet-thingy. I also like that that the entire mod only has a 3 mb RAM footprint. Keep up the good work!

+ Quote

"A good astronaut is one, who always returns home." -Planetes

Enceos
Fluffy Engineer
●●●●●

Posted May 14, 2015

With the release of 1.0, modding community is overflowing with talent Ã¢â„¢Â«

Members

+ 1,728

2,119 posts

Location: SPH rooftop

S1000RRHP4

Spacecraft Engineer

●●●

Members

+ 13

146 posts

Posted May 14, 2015

Report post

Simply the perfect expansion for mk2!

Really good work!^^

+ Quote

Kolago

Sr. Spacecraft Engineer

●●●

Members

+ 57

464 posts

Posted May 14, 2015

Report post

Klockheed Martain Gimbal plugin and the KineTechAnimation plugin are not maintained anymore and rather old, do they work ok in 1.0.2?

+ Quote

BudgetHedgehog

Don't Panic

●●●●●

Posted May 14, 2015 (edited)

Report post

Great work! They remind me of the unreleased parts by PorkJet. Immediate download! 🤢

EDIT: 🤢

Edited May 14, 2015 by ObsessedWithKSP

➕   Quote   👍

SuicidalInsanity

Sr. Spacecraft Engineer

●●●●
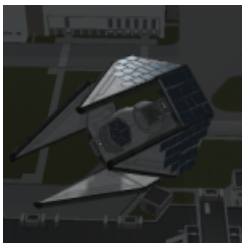
Posted May 14, 2015 (edited)   Report post ⤶

Thanks, everyone!

> **Quote**
>
> I want these parts, but I use Ven's Stock Revamp.

They should work? has ven's revamp started replacing mk2 textures yet?

If it hasnt, then it should work with out any changes needed.

> **Quote**
>
> Klockheed Martain Gimbal plugin and the KineTechAnimation plugin are not maintained anymore and rather old, do they work ok in 1.0.2?

As I understand it, the KM plugin was taken over by Sariban, and Kinetech is updated by the B9 guys. To answer your question, they work in 1.02, or at least, they work for me. Thread: does anyone have any problems with the plugins not working?

@Errol: VTOL engines, you say...?

Edited May 14, 2015 by SuicidalInsanity

+   Quote

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needed | Mk3 Expansion - WIP - Wings, engines, and more |
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the parts to build your own | BDAc UI Team Icons - Know
what's friend or foe at a glance

Mekan1k

Harbinger

●●●●●

Members

➕ 87
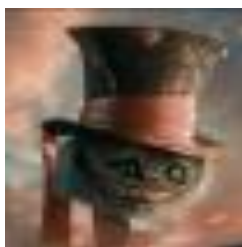
2,215 posts

Posted May 14, 2015   Report post

These... Need hotrockets!

+   Quote

My stories :

1)
http://forum.kerbalspaceprogram.com/showthread.php/28
970-AAR-Development-A-Journey-to-space

2)

SuicidalInsanity

Sr. Spacecraft Engineer

●●●●
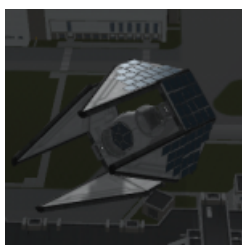
Members

➕ 1,747

1,078 posts

Posted May 14, 2015   Report post

> **ObsessedWithKSP said:**
>
> Great work! They remind me of the unreleased parts
> by PorkJet. Immediate download! 🐸
>
> EDIT: 😵
>
>   http://i.imgur.com/RBA3Xxi.jpg

2378 kn? That..that seems high. Odd, since the config for
that engine is basically a slightly buffed RAPIER

+ Quote

BudgetHedgehog

Don't Panic

●●●●●

Members

➕ 2,288

4,180 posts

Posted May 14, 2015

Report post

> **SuicidalInsanity said:**
>
> *2378* kn? That..that seems high. Odd, since the config for that engine is basically a slightly buffed RAPIER

Yup, it's not just a graphical error either - I finished that plane, pointed up and went. I think the top thrust I got was about 1500kn before my plane exploded from overheating and crashed KSP 😵

I had a look at the tangents in the cfg and they at least exist - did you check them with floatCurve Editor? More info here

+ Quote

SuicidalInsanity

Sr. Spacecraft Engineer

●●●●

Posted May 14, 2015

Report post

I'll take a second look at the curves, then.

in the mean time...

Javascript is disabled. View full album
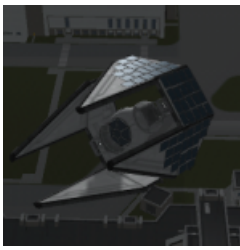
Members
+ 1,747
1,078 posts

Tex_NL
Everlasting know-it-all
●●●●●

Members
+ 2,198
4,124 posts

Posted May 14, 2015

Report post

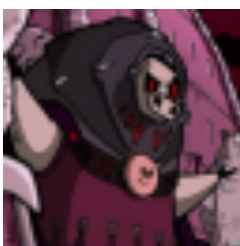My CPU, GPU and RAM are starting to hate you. Downloaded and installed!

+ Quote

StEligius
Rocketry Enthusiast
●●

Members
+ 5
94 posts

Posted May 14, 2015

Report post

I love mk2 and by extension you! Looks like between this and B9's procedural wings i can finally make a convincing Horten Ho 229 (if the new areo doesn't kick my butt)!

+ Quote

As punishment, you must clean my filthy toilet of filthy piggy filth! It's over there!
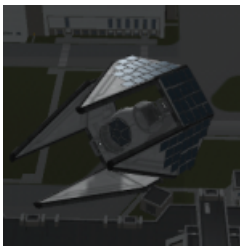
SuicidalInsanity
Sr. Spacecraft Engineer
●●●●

Posted May 14, 2015 (edited)

Report post

Test test test

e. **UPDATE!** Version 1.0.1 is out

new engine: H-VR "J Edgar" VTOL Engine, in two form factors

ESTOC thrust tweaked slightly

Extraneous .pngs removed from mod directory

Edited May 14, 2015 by SuicidalInsanity
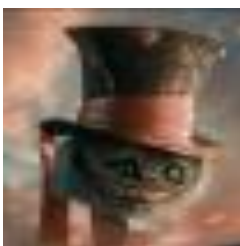
Update released

+ Quote

Mk2 Expansion - The spaceplane parts you never knew you
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the parts to build your own | BDAc UI Team Icons - Know
what's friend or foe at a glance

Mekan1k

Harbinger

●●●●●

Members

➕ 87

2,215 posts

Posted May 15, 2015

Report post

The new cockpit, amazing though it may be, is also....
Offset.

The attachment node is a smidge too high.

+ Quote

My stories :

1)

http://forum.kerbalspaceprogram.com/showthread.php/28
970-AAR-Development-A-Journey-to-space

2)

JaredTheDragon

Rocketry Enthusiast

●●

Posted May 15, 2015

Report post

I installed it as usual, but none of your parts are showing

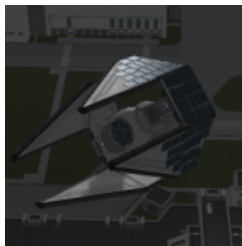up? Where did I go wrong? Does the Parts folder in your GameData folder go into the main folder, instead?

Members

⊕ 25

97 posts

SuicidalInsanity

Sr. Spacecraft Engineer

●●●●

Members

⊕ 1,747

1,078 posts

Posted May 15, 2015

> **Mekan1k said:**
>
> The new cockpit, amazing though it may be, is also.... Offset.
>
> The attachment node is a smidge too high.

That is a WIP cockpit that shouldn't have been included. Oops. Sneak peek at future cockpit?

> **JaredTheDragon said:**
>
> I installed it as usual, but none of your parts are showing up? Where did I go wrong? Does the Parts folder in your GameData folder go into the main folder, instead?

Forgot a folder in my rush to get new the version out. Apologies for the inconvenience.

HOTFIX V1.0.2 - Grab from KERBALSTUFF

Mk2 Expansion - The spaceplane parts you never knew you needed | Mk3 Expansion - WIP - Wings, engines, and more | Stockalike Mining Extension - Mining bits for the smallest rovers to the biggest ships | Grand Prix - KK racetracks and the parts to build your own | BDAc UI Team Icons - Know what's friend or foe at a glance

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JaredTheDragon

Posted May 15, 2015

Rocketry Enthusiast

●●

Members

⊕ 25

97 posts

Thanks for the quick response! Parts are showing up now, I thought perhaps it was just me messing up the install previously. But now they're coming in times two, doubled, cloned parts. I can't find any differences between the two, but it seems like every part is doubled? I did a clean reinstall as well, to be sure. Am I doing something else wrong, now?

This doesn't effect usability so far, which seems fine. I just really wanted to try out your wonderful parts!
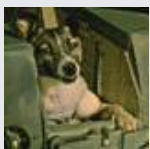

⊕   Quote

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