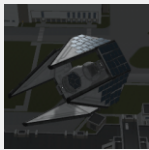


[More](#)[IRC Chat](#)[KSPTV](#)[KSP Wiki](#)[Get Mods!](#)[Store](#)[Activity](#)[Forum](#)[KSP on Social Media](#)[Home](#)[Add-ons](#)[Add-on Development](#)[Unread Threads since my last visit](#)[Mark site read](#)[Mk3 Expansion - \[KSP 1.7\] Version 1.4.8 \[4/23/19\]](#)

Mk3 Expansion - [KSP 1.7] Version 1.4.8 [4/23/19]

[Follow](#)

65

By Suicidallnsanity, May 15, 2015 in [Add-on Development](#)[spaceplane](#)[parts](#)[mk3](#)

Rate this topic

[Start new topic](#)[Reply to this topic](#)

1

2

3

4

5

6

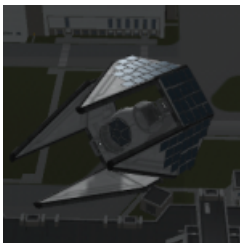
[NEXT](#)

»

Page 1 of 32

Suicidallnsanity

Sr. Spacecraft Engineer



Members

+1,747

1,078 posts

Posted May 15, 2015 (edited)

[Report post](#)

Mk3 Expansion pack

This is a parts pack intended to flesh out the stock mk3 parts lineup with new engines, cockpits, fuselage parts and more, to give players more options when building spaceplanes. parts almost exclusively use MODEL nodes and stock textures, so RAM footprint should be almost non-existent.

[Album a/8AyGC will appear when post is submitted](#)

-Command

- Mk3 Cupola
- Mk3 Hypersonic cockpit
- Mk3 Drone Core
- Mk3 Inline Cockpit

-Propulsion

- C.L.E.A.V.E.R. Mk3 dual-mode engine
- 'Cyclone' Concentric Toroidal Aerospike

- 'Fulcrum' gimballed Linear Aerospike
- 'Firestorm' Air-Augmented Rocket
- 'Buffalo' 2.5m Thrust-Reverser equipped Turbofan
- 'Hurricane' 2.5m prop engine
- 'Nyx' Ion Engine
- 'Wellington' Mk3 basic jet
- 'Wyvern' TurboRamjet
- 'Coxswain' Orbital Maneuvering System
- 'Hades' Nuclear rocket
- 'Sievert' Nuclear Jet
- Taurus Solid Booster
- Minotaur Solid Booster
- 'Atlas' Mk3 SRB

-FuelTank

- Mk3-1.25m adapter
- Mk3-mk2 tricoupler
- Mk3-1.25m tricoupler
- Mk3-1.25m quadcoupler
- Mk3-Inverted Mk2
- Mk3 Service Tank
- Mk3 Hypersonic nosecone
- Mk3 rounded nose cap
- OMS shoulder tank

-Control

- Chine Cap w/ RCS
- Chine Segment RCS
- Fuselage Extension RCS cap
- Fuselage Extension RCS segment
- Heavy RCS thruster
- Mk3 SAS

-Structural

- Mk3 Decoupler
- Mk3 T-Hub
- Mk3 X-Hub
- Mk3 L-Hub
- Mk3 Structural Tube
- Radial Fuselage Extension/saddle tanks, 5 variants(endcap, 2m, 4m, intake, 1.25m adapter)
- Radial Fuselage Extension crew cabin
- Truncated Fuselage Extension for Mk3 cargo bays

- Mk3 Endcap
- Mk3 Radial Mount

-Aero:

- Chines in three flavors; short, long, endcap
- Big-S class wing boards - square, rectangular, and triangular
- Mk3 circular intake
- Mk3 Shock cone
- Mk3 Precooler
- Big-S Airbrakes

-Utility

- Mk3 Service Bay
- Mk3 Inline docking port
- Mk3 shielded docking port
- Mk3 Aligned Docking port
- Mk3 Nuclear Reactor
- Mk3 Nose Cargo ramp
- Mk3-Mk2 Adapter Cargo Ramp
- Mk3 flat Cargo hatch

Download from [Spacedock](#) or [GitHub](#)

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/...legalcode>

This mod uses the B9 Part Switch plugin

Feel free to post comments/critiques/feedback, and if any of you have ideas for parts that you simply have to have to flesh out your mk2/mk3 experience, speak up! Ideas for new parts are welcome.

Edited April 23 by SuicidalInsanity

updating OP



Quote

Avalon304, Laie, ISE and 17 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](#)

CaptainKipard

Resident Kurmudgeon



Members

+ 987

4,002 posts

Posted May 15, 2015

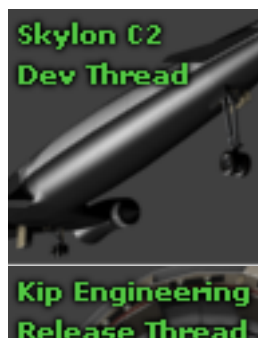
Report post

Can you fit a Kerbal between those windows?

Try [this](#) for ergonomics.



Quote



**Public Service
Announcements**

[Mod Dev Links](#)

[Compilation](#)

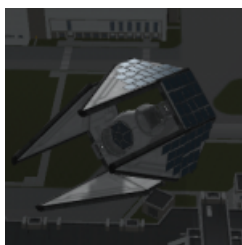
Engineer's

Requests

[Ask Squad to](#)

SuicidalInsanity

Sr. Spacecraft Engineer



Members

+ 1,747

1,078 posts

Posted May 15, 2015

Report post

Without a helmet, just barely. I'm not adverse to enlarging the windows, though.



Quote



[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](#)

MinorInconvenienc

e

Rocketry Enthusiast



Members

+ 31

89 posts

Posted May 15, 2015

Report post

That cockpit is so slick. Love it. You must release it!

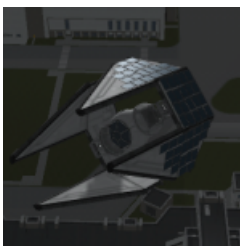


Quote



SuicidalInsanity

Sr. Spacecraft Engineer



Members

+ 1,747

1,078 posts

Posted May 15, 2015

Report post

Tts still being tweaked; I'm not quite happy with it yet.

In the meantime, to avoid burnout , I mocked up some engines:

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

Are these something people would want to see ingame?



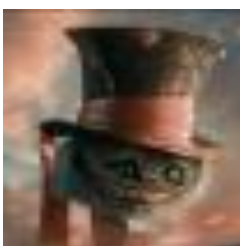
Quote



[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](#)

Mekan1k

Harbinger



Posted May 15, 2015

Report post



SuicidalInsanity said:

Tts still being tweaked; I'm not quite happy with it yet.

In the meantime, to avoid burnout , I mocked up some engines:

<http://imgur.com/a/kLjEJ>

Members
+ 87
2,215 posts

Are these something people would want to see ingame?

Yes. Yes they are.

A note about the fishhead cockpit though- it might be better for the windows to be, instead of on-top, to be about in the middle. That way, although the view would be a bit limited, the cockpit could hold more than a kerbal (and get the helmet in without cracking the glass 🤖).



Quote



My stories :



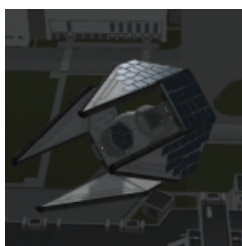
1)

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

2)

SuicidalInsanity

Sr. Spacecraft Engineer



Members
+ 1,747
1,078 posts

Posted May 15, 2015 (edited)

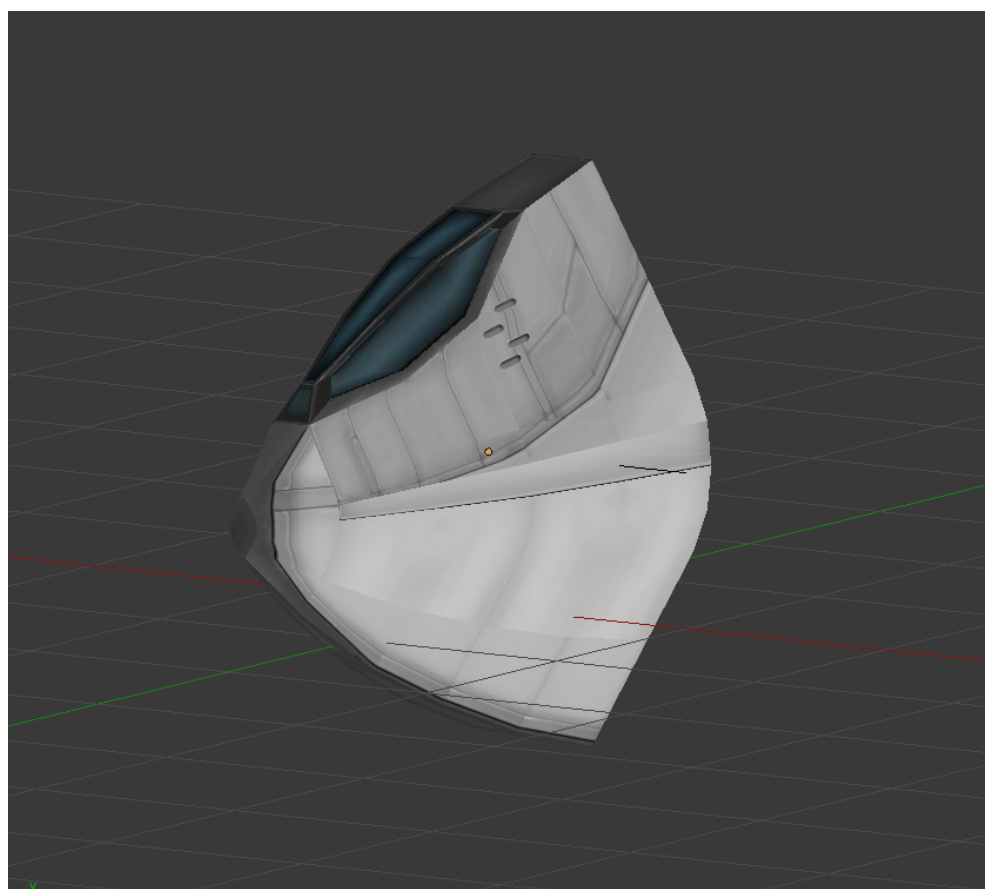
Report post



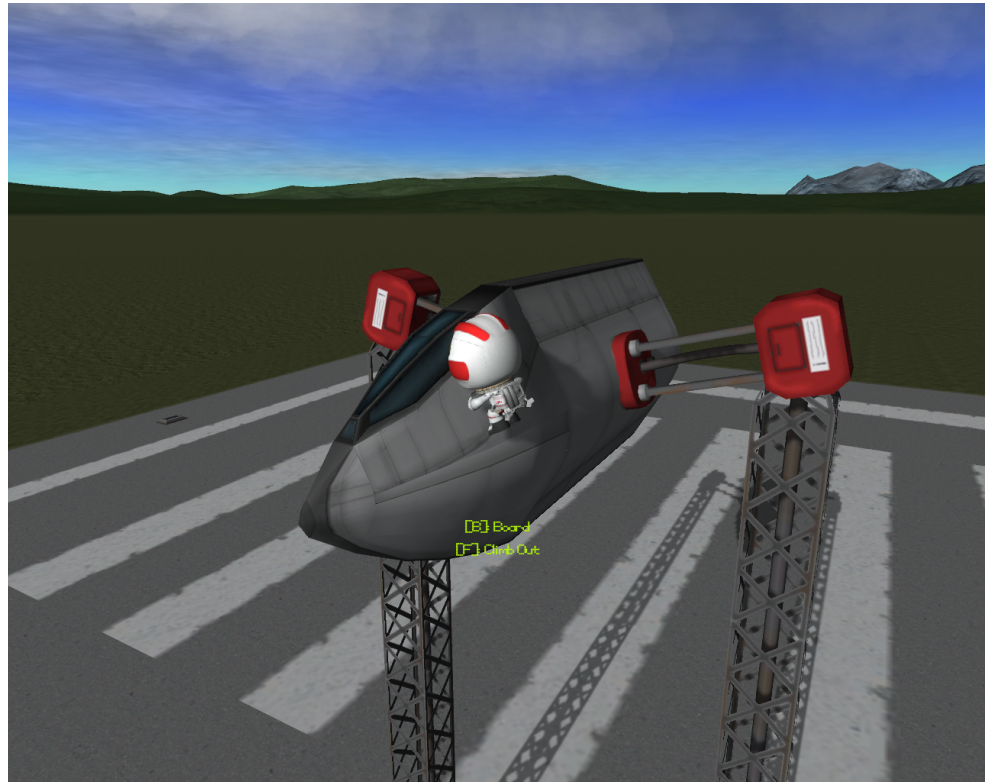
So more 'airliner' and less 'fighter jet'?

Edit:

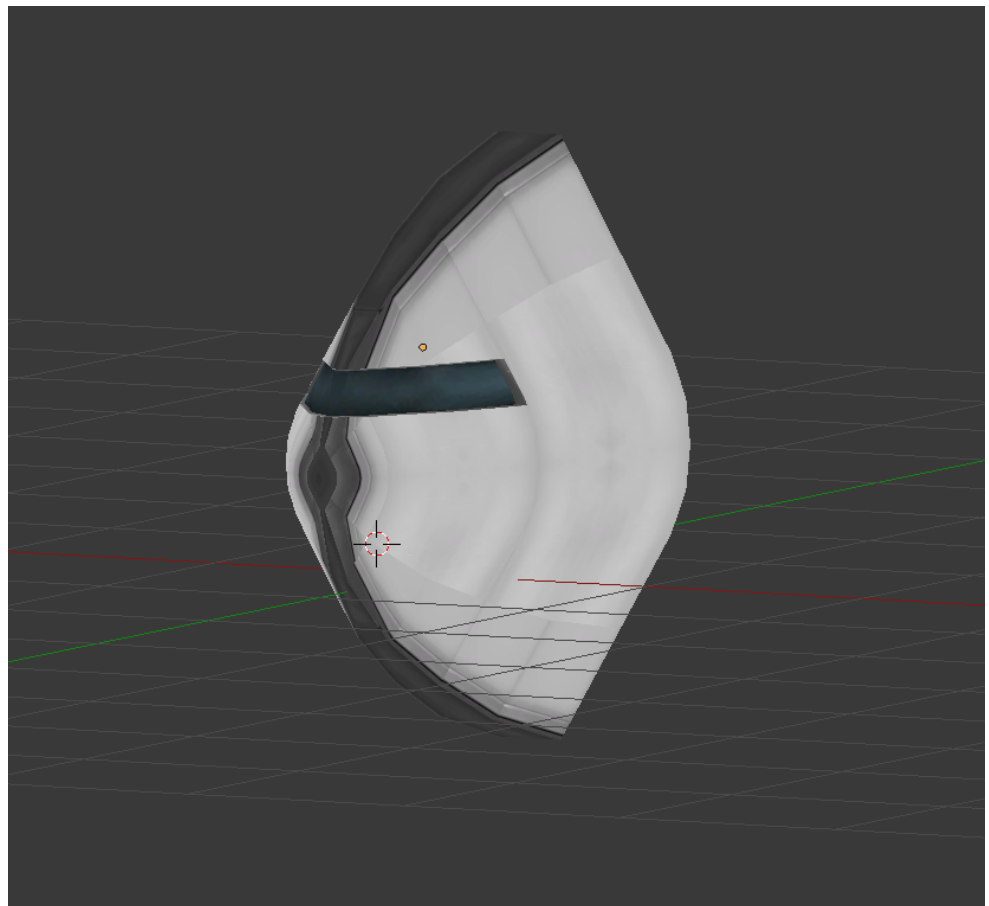
Current status of 'Fishhead' (official name pending):



Kerbal for scale:



Mekan1k, is something like this what you had in mind:



/quick 15 min hack job/

Edited May 16, 2015 by SuicidalInsanity



Quote

LABHOUSE, Feradose and RaendyLeBeau 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](#)

BudgetHedgehog

Don't Panic



Members

+ 2,288

4,180 posts

Posted May 16, 2015

Report post

In the OP, when you say 'nose cap', do you mean something like a normal nose cone? Because it'd be nice to round off the back or Mk2 fuselages with a simple nose cone, but the hypersonic nosecone is a bit much.

Also, I'm always down for more engines, would love to see them. For the aerospike, remember that that they can't gimbal left/right so you'll need KM_gimbal to disable that. And those fins on the NTR better reduce overheating 🙄

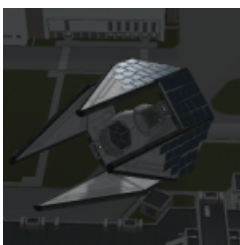


Quote



SuicidalInsanity

Sr. Spacecraft Engineer



Members

+ 1,747

1,078 posts

Posted May 17, 2015

Report post

Yep, the nose cap will be like the normal rounded nose cone, but in mk2 form factor. As for the NTR fins, yeah, those were intended from the beginning to be radiators.

I won't have much time for KSP stuff the next couple days, but I should be able to finalize a few more parts, maybe post an update around Wednesday or so.



Quote



[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](#)

CptRichardson

Sr. Spacecraft Engineer



Members

+ 134

480 posts

Posted May 17, 2015

Report post

▼ ObsessedWithKSP said:

In the OP, when you say 'nose cap', do you mean something like a normal nose cone? Because it'd be nice to round off the back or Mk2 fuselages with a simple nose cone, but the hypersonic nosecone is a bit much.

Also, I'm always down for more engines, would love to see them. For the aerospike, remember that that they can't gimbal left/right so you'll need KM_gimbal to disable that. And those fins on the NTR better reduce overheating 🤖

I dunno, I think you could get away with a lot of teeny nozzles shifting back and forth on the model to crudely shift back and forth.

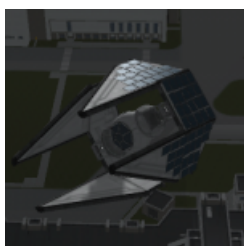


Quote



SuicidalInsanity

Sr. Spacecraft Engineer



Members

+ 1,747

1,078 posts

Posted May 17, 2015

Report post

I'm already using the KM_gimbal plugin for the 'Vector' jet engine, so that's not a problem.



Quote



[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](#)

Mr. Griswalt

Curious George



Members

0

1 post

Posted May 18, 2015

Report post

Could we maybe get a pretty pre-cooler part as well? I know they're not usually useful, but mods like KSPI-E make them pretty much required for supersonic flight.

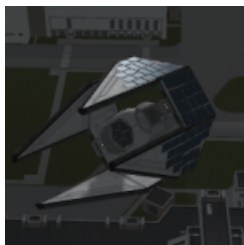


Quote



SuicidalInsanity

Sr. Spacecraft Engineer



Members

+1,747

1,078 posts

Posted May 18, 2015 (edited)

Report post



Mr. Griswalt said:

Pre-cooler?

Sure. I'll put it on the list. i had originally considered one, but, like you said, I wasn't sure if they actually did anything in stock.

Edit: So, who likes emissives?



Edited May 19, 2015 by SuicidalInsanity



Quote



[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](#)

Autochton

Sr. Spacecraft Engineer



Members

+ 92

322 posts

Posted May 19, 2015

Report post

▼ **SuicidalInsanity said:**

Edit: So, who likes emissives?

<http://i.imgur.com/74NZY9H.png>

I do... But won't the hottest spot be in the throat of the engine? That's where the pressure and temperature ought to be highest, and where I'd expect the heat glow to be coming from.



Quote



MinorInconvenienc

Rocketry Enthusiast



Members

+ 31

89 posts

Posted May 19, 2015 (edited)

Report post

▼ **Autochton said:**

I do... But won't the hottest spot be in the throat of the engine? That's where the pressure and temperature ought to be highest, and where I'd expect the heat glow to be coming from.

I think that's right. Some smart person on Porkjet's atomic rocket thread said this:

<http://forum.kerbalspaceprogram.com/threads/104855-1-0-Atomic-Age-Nuclear-Rockets>

Edited May 19, 2015 by MinorInconvenience

Fixing dumb mistakes



Quote



SuicidalInsanity

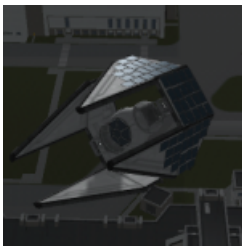
Sr. Spacecraft Engineer



Posted May 19, 2015

Report post

Good point. I've already tweaked the emissive some.



Members

+ 1,747

1,078 posts

Tweaking it some more won't be hard.



Quote



[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](#)

bac9

Sr. Spacecraft Engineer



Members

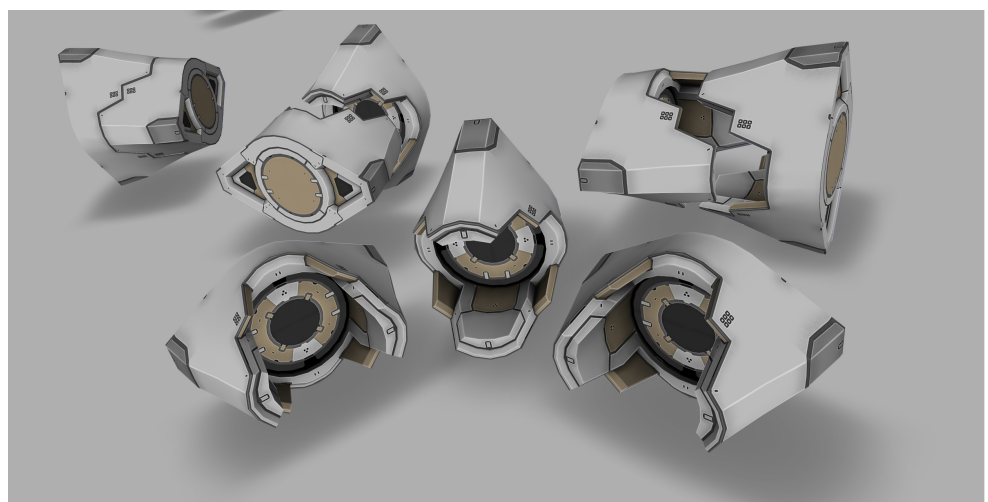
+ 568

470 posts

Posted May 20, 2015

Report post

Amazing idea, can't wait to see the final version of that cockpit! Btw, upcoming B9 update will have a part that will play really well with it, allowing attachment to horizontal MK2 assemblies.



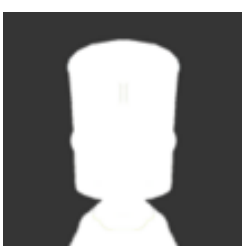
Quote

njmksr and DownHereInChile like this



Vitalalato

Rocketeer



Members

0

35 posts

Posted May 21, 2015

Report post

Hi very nice mod, but have you ever think make a part like a Nose(tail)-DockingPort ? It would be nice for some SSTO

Instead, I've noticed that the "Two-state aerospace intake" can't change status in the hangar.

One last thing about the NUKE engine. Why you don't make some kind of aerodynamics protection, removable like fairings or just mobile? I know that is a lot of work, so i'd

like to hear the opinions of all of us.



Quote



BudgetHedgehog

Don't Panic



Members

+ 2,288

4,180 posts

Posted May 21, 2015

Report post



Vitalalato said:

I've noticed that the "Two-state aerospace intake" can't change status in the hangar.

At a guess, that's because the animation is powered by KineTech rather than ModuleAnimteGeneric - the latter allows editor tweaking, the former does not.



Quote



MainSailor

1202 Alarm



Members

+ 120

457 posts

Posted May 22, 2015

Report post

Your main pack and these parts look great! I've been getting into spaceplanes a lot since 1.0 came out and I've been looking for a lot of these. Great work!



bac9 said:

Amazing idea, can't wait to see the final version of that cockpit! Btw, upcoming B9 update will have a part that will play really well with it, allowing attachment to horizontal MK2 assemblies.

Bac9 those parts look great! Glad to hear B9 is still under development.



Quote

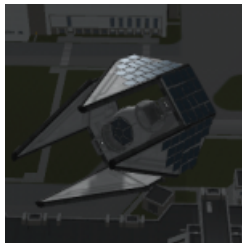


[MainSailor's Gamma Textures \(for Procedural Parts\)](#)



SuicidalInsanity

Sr. Spacecraft Engineer



Members

+ 1,747

1,078 posts

Posted May 22, 2015

Report post



Vitalato said:

Hi very nice mod, but have you ever think make a part like a Nose(tail)-DockingPort ? It would be nice for some SSTO.

Are you thinking something like the stock shielded docking port, but mk2 and pointier? If so, yeah, I have an idea for that. Added to the To-Do list.

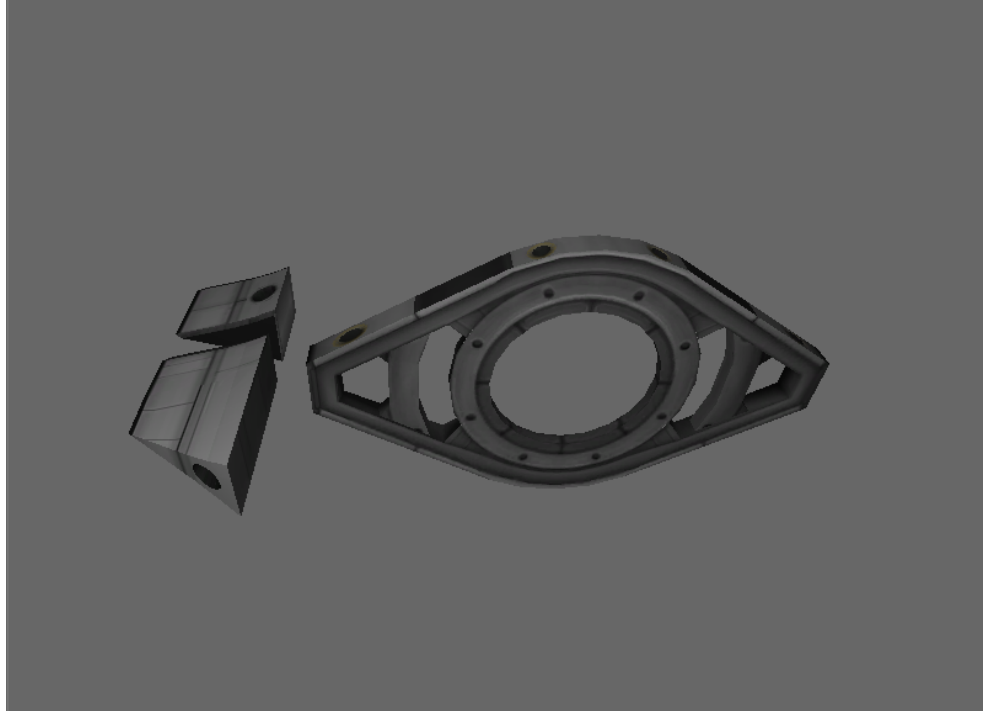


Quote

One last thing about the NUKE engine. Why you don't make some kind of aerodynamics protection, removable like fairings or just mobile? I know that is a lot of work, so i'd like to hear the opinions of all of us.

Ha, on my concept sketch for the PLUTO there was a fairing shroud I doodled on as an afterthought, and when I was finalizing the model there was a nagging feeling in my mind it needed one. As to adding a shroud to it though, not too hard. At present the Shrouded Engine Mount can serve as a stopgap. That said, I see three ways of proceeding, in order of difficulty. I can 1: Add a longer version of the current Shrouded Engine Mount to stick long things like nuke engines in, 2: Add the aeroshroud as an engine fairing, or 3: use plugin technosorcery to add an animated shroud, closed while the engine is off, and transitions to an open state dependent on engine throttle.

Also, a teaser for what I'm currently working on:



Quote



[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](#)

JPmAn

CEO of Cyclone Aerospace Corp.



Members

+ 66

205 posts

Location: Eating at Milliways
(Restaurant at the end of the Universe)

Posted May 22, 2015

Report post

Rcs!!!!!!



Quote



Owner of the new Cyclone Aeronautics Airplane Company!



SuicidalInsanity

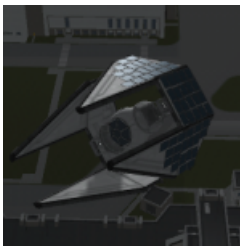
Sr. Spacecraft Engineer



Posted May 22, 2015

Report post

At present, those three will cover prograde/retrograde thrusting, roll, pitch, yaw, and vertical/horizontal



Members
+ 1,747
1,078 posts

translation, and the fuselage segment has a torque wheel for good measure. I've been debating whether or not to do some more traditional rcs blocks, like a 4-way or 5 way-block in an aero housing. Thoughts?

+ Quote



[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](#)

TMarkos

Rocketry Enthusiast



Members
+ 53
113 posts

Posted May 22, 2015

Report post



▼ **SuicidalInsanity said:**

At present, those three will cover prograde/retrograde thrusting, roll, pitch, yaw, and vertical/horizontal translation, and the fuselage segment has a torque wheel for good measure. I've been debating whether or not to do some more traditional rcs blocks, like a 4-way or 5 way-block in an aero housing. Thoughts?

I'd say do it, RCS balancing benefits from a wide array of parts to fit individual craft needs. I think a 5-way aerodynamic block designed to sit on the flat side slope of the MK2 fuselage would be fantastic.

+ Quote



BudgetHedgehog

Don't Panic



Members

Posted May 22, 2015

Report post



Pls to make streamlined RCS blocks, would be much appreciated with FAR.

+ Quote



+ 2,288

4,180 posts



1

2

3

4

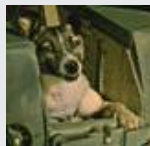
5

6

NEXT

»

Page 1 of 32 ▼



Reply to this topic...



GO TO TOPIC LISTING

NEXT UNREAD TOPIC



[Home](#) > [Add-ons](#) > [Add-on Development](#) > [Unread Threads since my last visit](#) [Mark site read](#)
Mk3 Expansion - [KSP 1.7] Version 1.4.8 [4/23/19]

[Language ▼](#) [Theme ▼](#) [Privacy Policy](#) [Contact Us](#)

©2018 Take-Two Interactive Software, Inc.
Powered by Invision Community