KERBAL SPACE PROGRAM
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Mod

DiscoveryPlanet
Spacecraft Engineer

Members
97
248 posts

Posted January 11, 2018

KOTTABO GAMES MUST MAKE REVIEW ABOUT THISSS MOOODDDDDD!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Quote

VoidCosmos likes this

Matuchkin
no.

Members
1,561
1,505 posts
Location: Toronto, ON, Canada

Posted January 11, 2018

> **On 1/11/2018 at 12:17 AM, DiscoveryPlanet said:**
>
> KOTTABO GAMES MUST MAKE REVIEW ABOUT THISSS MOOODDDDDD!!!!!!!!!!!!!!!!!!!!!!!!!!!!

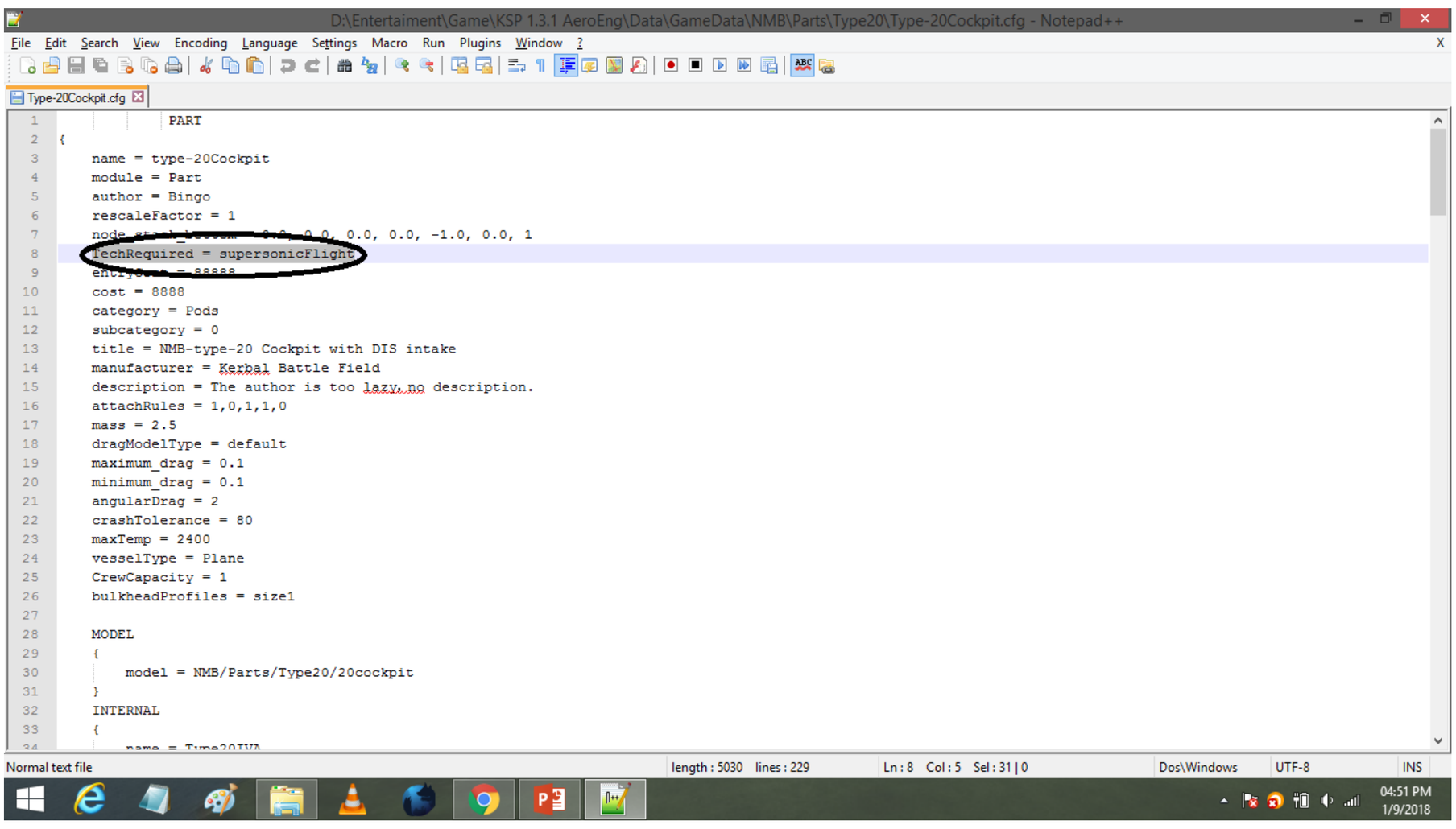
Here, have a glass of water.

Quote

DiscoveryPlanet
Spacecraft Engineer

Members
97
248 posts

Posted January 11, 2018 (edited)



> **On 1/10/2018 at 8:56 PM, Keet said:**
>
> I am having the same issue. I unzipped, put the NMB folder into GameData like the 40+ other mods I have, and none of the parts show up in game.

> **On 1/10/2018 at 7:22 PM, SVS said:**
>
> I seem to have a problem where none of the parts are showing up in game, but kbf weapons are working perfectly any idea whats wrong?

Had to add "TechRequired = supersonicFlight" in your cockpit.cfg and bombay.cfg to make NMB part become supersonicflight category tech and then they will be appear in game (for carrer mode) , or if u are patient enough just wait for update

Edited January 11, 2018 by DiscoveryPlanet

Quote

VoidCosmos, Cochise and SVS like this

SVS
Comrade SVS

Members
185
151 posts

Posted January 11, 2018

Thank you

Quote

Reply to this topic...

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