

[1.3.0] OPT Space Plane v2.0.1 - updated 29/07/2017

By K.Yeon, October 20, 2014 in Add-on Releases

• parts pack

• space plane

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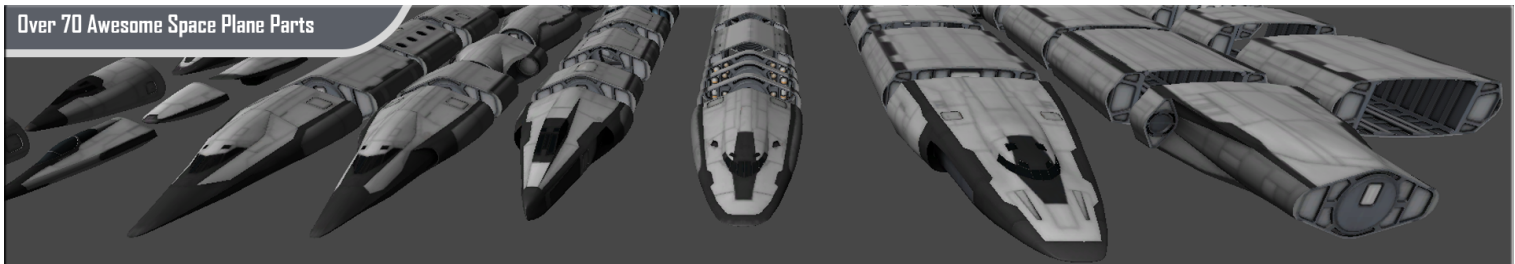
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Posted October 20, 2014



Features:

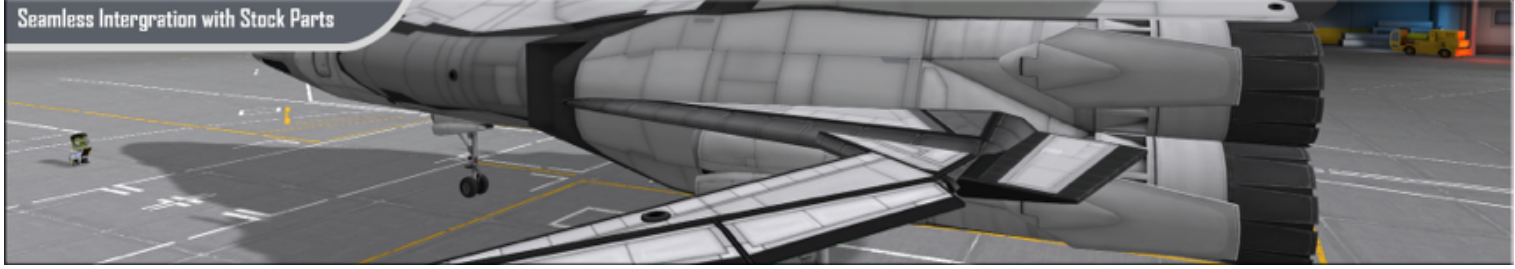
Over 70 Awesome Space Plane Parts



Beautifully Crafted IVAs (with RPM & ASET)



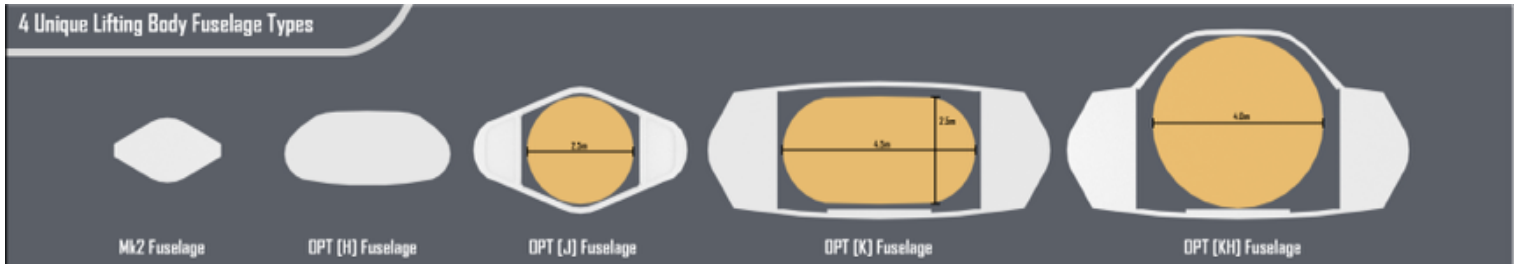
Seamless Intergration with Stock Parts



Powerful and Efficient Near Future Engines



4 Unique Lifting Body Fuselage Types



Bundled mod:

[Module Manager v2.8.1](#), by sarbian

[Firespitter Plugin](#), v7.4.X, by Snjo

IVA required Mod:

(no longer bundled)

[RasterPropMonitor](#), by Mihara, MOARdV

[ASET Prop pack](#), by alexustas

[ASET Avionics](#), by alexustas

Supported mod:

[Community Category Kit](#), by Roverdude

[Connected Living Space](#), by Papa_Joe

[Ferram Aerospace Research \(FAR\)](#), by ferram4; [Please download this patch](#)

[USI Life Support](#), by Roverdude, please use the [OPT_USI patch](#) created by

[@JadeOfMaar](#)

Recommended mod:

[Distant Object Enhancement](#), by Rubber Ducky

[Scatterer](#), by Blackrack

Installation Guide:



Download Links:



Albums:



Videos:



Change Log:

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Bug Fixes and Extra Downloads:

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Common Questions and Answers:

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OPT Legacy:

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Credits:

Original Creator:

[@K.Yeon](#)

Maintenance/Test team while i was away:

[@stali79](#)

[@Spanksh](#)

[@Starwaster](#)

[@Stone Blue](#)

[@Mycroft](#)

[@M_Ouellette](#)

Contributors:

(everyone above),

[@Winchester](#)

[@Flashblade](#)

[@JadeOfMaar](#)

-to be added-

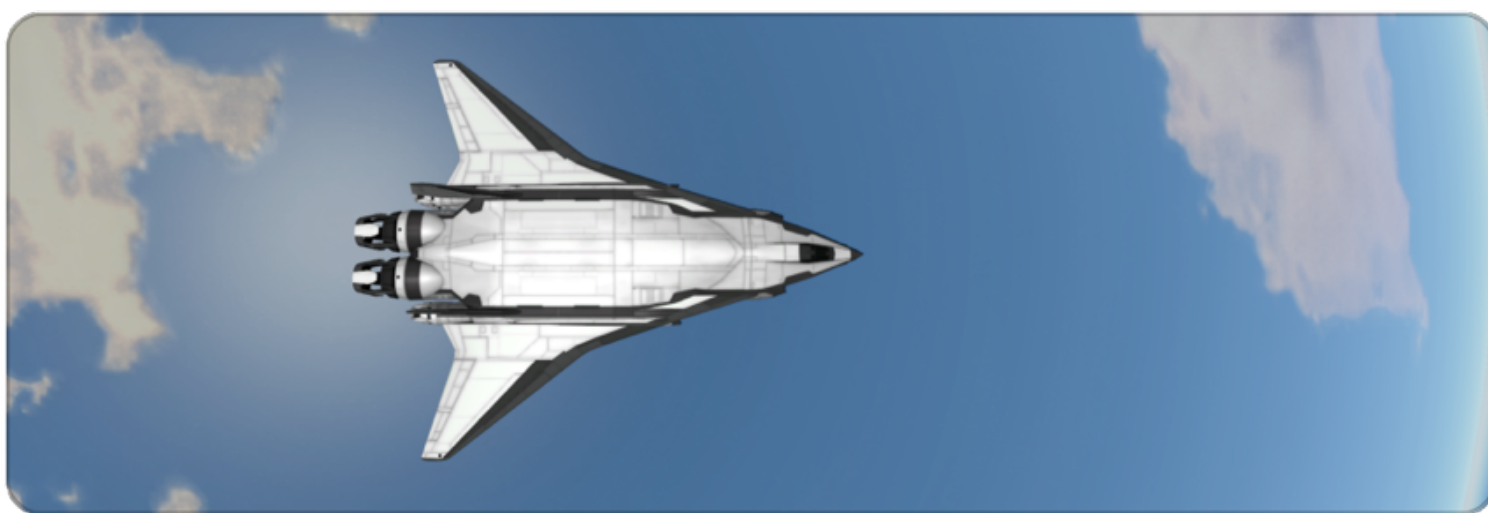
And thanks to anyone who made a bug report and suggestion, thank you all for helping me making this mod better!



Support this project if you like



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Edited August 2, 2017 by K.Yeon

updated to 2.0



Quote

Wjolcz, Autochton, TheCardinal and 82 others like this



Posted October 20, 2014



Well now, that looks pretty cool! Welcome to the forums, and what a first post! 🤖



Quote

NemesisBosseret likes this



Posted October 20, 2014



That's cool, I really like the j adaptor fuel tank, the cockpit isn't to my liking but that's just

me. I could see this as an alternative to b9 at somepoint in the future for larger aircraft parts depending on how much you expand it.

 [Quote](#)



Posted October 20, 2014



Very nice looking!

 [Quote](#)



Posted October 20, 2014



This could be one of the best- with an IVA.

 [Quote](#)




Posted October 20, 2014



Looking good. Time to download and take for a spin.

Welcome.

 [Quote](#)



Posted October 20, 2014



thankyou for the comments! yes i am working on the iva for the current cockpit also 2 other new cockpit for j parts and k parts!

 [Quote](#)



Posted October 20, 2014



Where did the post go?

 [Quote](#)



Posted October 20, 2014




▼ **wasmic said:**

Where did the post go?

It's back. That was weird though.

Anyway, good start. Keep at it.

 [Quote](#)


Lord DC likes this



Posted October 20, 2014



Looking great! 🤖

 [Quote](#)



Posted October 20, 2014



Looking good. Very stock alike.

 [Quote](#)



Posted October 20, 2014



Really good. I usually don't consider "stockalike" a real compliment or a feature, but since they introduced SPP parts, I'm making an exception for spaceplanes. 🤖 I really like the looks of this, would go great with B9's Mk.5 cockpit.

 [Quote](#)

CaptainKipard likes this



Posted October 20, 2014



Very nice! If you need help with the IVA I would be more than willing to help.



Quote



Posted October 20, 2014



Pretty cool man. Any plans for a cargo bay?



Quote



Posted October 20, 2014



Instant download! I know I'm not the only spaceplane junkie who longs for parts not entirely cylindrical. A series of tubes, if you will. 🤖

Edit: I'm flying a plane to the Mun right now, admiring your mod. With some cargo bays and docking nodes, this mod will be perfect. 🤖 Thanks!

Edited October 20, 2014 by Voculus



Quote

CaptainPyke likes this



Posted October 21, 2014



Downloaded and used, nice part kit (obviously limited in parts). I got a small bug report (if it can be called one), when you EVA the hatch throws you at some speed away from the craft.



Quote



Posted October 21, 2014



Stock issue.

+ Quote



Posted October 21, 2014



Awesome. Keep it up. I like the stockalike.

+ Quote



Posted October 22, 2014



Very nice stuff! I played with this for a while and here are my impressions.



Things I like:

The J series parts (LOVE them! I've wanted this part for a long time)

The little adapter piece with monoprop in it.

The flawless fit and finish of the parts

The textures (blend well with stock parts)

The awesome shader on the cockpit glass!

Things I don't like

The cockpit: It seems too scaled-up. It doesn't give the impression of it's massive size. It's a little cartoony, but that could grow on me.

Suggestions:

A J-series cargo bay with a wide profile. Hinging where the top of the 1.25 meter shoulders are. That would be awesome.

I can't wait to see what you will do with the K-series stuff you are planning. Keep it up!



Quote

Saltshaker likes this



Posted October 22, 2014



▼ **Exothermos said:**

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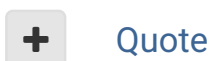
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Thankyou for the feedback exo, it seems more than few people told me about how the cockpit looks too scaled up haha ill be fixing that... I just finished work on the Cargo Bay you can see it in the album it be avabile to download soon!



Quote



Posted October 22, 2014



▼ **K.Yeon said:**

Thankyou for the feedback exo, it seems more than few people told me about how the cockpit looks too scaled up haha ill be fixing that... I just finished work on the Cargo Bay you can see it in the album it be avabile to download soon!

Wow, that cargo bay is great! Hopefully it will be set up so that the top and bottom doors can be opened independently of each other, if we so choose. It wouldn't necessarily be a disaster if both sides opened and closed as one, but it would still be nice to have the either/or option. 🙄 Keep up the great work, and keep releasing parts often, lol!



Quote



Posted October 22, 2014



Ooh, that cargobay opens on top and bottom! Can't wait to get my grubby paws on it! 🙄



Quote



Posted October 22, 2014



The new cockpit looks great!



Quote



Posted October 22, 2014



I'm very excited for the new cargo bay, that looks handy. Is there any chance of an alternate texture without the black heat tiles for those crazy few of us who like to build rockets with these instead of spaceplanes?



Quote





These parts look amazing! Well done!

I love the new cockpit, the cargo bay (double-door sets actually fill a niche that is missing in mods like b9!), as well as the adapters and such too! Once you get closer to completion, I would be willing to work up MM configs to make your parts compatible with Real Fuels, if you like. One final aesthetic thought on the cockpit; usually a nose-type section

A brief question; do you plan to make adapters for some of the larger b9 Aerospace parts? It's fine if not, just curious 🙄

Finally, would you consider making a long version of the j fuselage? I make long crafts typically, and too many segments can make for wobbly frames 🙄 NP if not interested though, I understand.



Quote



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