



retrofutur [1.1.3/1.2]

By amankd, December 12, 2015 in Add-on Releases

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amankd

Lemlur Kerman



Members

[+ 120](#)

321 posts

Posted December 12, 2015 (edited)

[Report post](#)

Its here! finally retrofuture space plane parts is for 1.1.3 and 1.2!

this is not my mod originally (i am picking it up off NohArk with his blessing) I have fixed the majority of the most obvious bugs but there may still be some lurking around

this is still a work in progress the process of updating so i am relying on reports from you fine fellows as to areas that need fixing/balanceing

most areas that need focus are;

node attachment

boyancy

heat

aero

with a side order of what new parts might be considered that might fit in with the new ksp (i was thinking something like a ballast tank and some parts for underwater bases now there is support for it)

finally if there are any ideas you have for parts to be retrofuture themed please let me know!

anyways hers the [mod!](#)

[images \(as i cant seem to embed imgur albums atm\)](#)

Edited September 26, 2016 by amankd



Quote

Drew Kerman, KerbOrbiter, lurkoholic and 5 others like this



White Owl

Retired Videographer



Members

+ 540

1,352 posts

Location: WinterOwl's Aircraft Emporium

Posted December 12, 2015

Report post

Those are some sexy looking IVAs and prop engines!



Quote



Flying machine market has been very unsteady the past two days. Opened yesterday morning at about 208 (100% means even chance of success) but by noon had dropped to 110. These fluctuations would have produced a panic, I think, in Wall Street, but in this quiet place it only put us to thinking and figuring a little. — Orville Wright

HoloYolo

Posted December 12, 2015

Report post

Smug Wolf Deity



Members

+ 1,269

1,906 posts

Location: Shores of the Elbe

You need a licence bby



Quote



.50calBMG

The smartest dumb guy or
dumbest smart guy you will
ever meet



Members

+ 121

118 posts

Posted December 13, 2015

Report post

Well... my day is better now



Quote



amankd

Lemlur Kerman



Members

+ 120

321 posts

Posted December 13, 2015

Report post

On 12/12/2015 at 10:52 PM, HoloYolo said:



You need a licence bby

when making a mod on kerbalstuff the liscence is chosen
by decault as MIT and can be seen on the mod home page



Quote



Drew Kerman

KSA Operations Director

Posted December 13, 2015 (edited)

Report post



Members

+ 1,699

5,158 posts

On 12/13/2015 at 8:33 AM, amankd said:

when making a mod on kerbalstuff the liscence is chosen by decault as MIT and can be seen on the mod home page

no he meant here on the forums you need to list your license as well.

Actually technically no, you don't need it here on the forums since you are not using a direct download link. nevermind!

Edited December 13, 2015 by Gaiiden

I read the fine print



Quote



Kerbal Space Agency

@KSA_MissionCtrl 3k

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Avatar commissioned from [Yorshee](#)

Active

amankd

Lemlur Kerman



Members

+ 120

321 posts

Posted December 13, 2015

Report post

On 12/13/2015 at 8:55 AM, Gaiiden said:

no he meant here on the forums you need to list your license as well.

Actually technically no, you don't need it here on the forums since you are not using a direct download link. nevermind!

nice thx



Quote



Hellbrand

Sr. Spacecraft Engineer



Members

+ 40

499 posts

Posted December 14, 2015

Report post



Well Attachment nodes.. All you really need to do is find the rear attachment node and change it from 1.0 to -1.0 and that fixed all the issues I had with them... It's tedious yeah.. but it does the job.

also you'll need to change the textures over to .dds so they'll be inline with the rest of KSP. also Some thrust curves may need to be tweaked. but other than that. it should be good! 🤖



Quote



"A good scientist is a person with original ideas. A good engineer is a person who makes a design that works with as few original ideas as possible. There are no prima donnas in engineering." -Freeman Dyson



Kerbal Aeronautical Engineer and Sergal Extraordinaire! you need something transported somewhere Re it bombs or

amankd

Lemlur Kerman



Members

+ 120

321 posts

Posted December 15, 2015

Report post



On 12/14/2015 at 7:29 PM, Hellbrand said:



Well Attachment nodes.. All you really need to do is find the rear attachment node and change it from 1.0 to -1.0 and that fixed all the issues I had with them... It's tedious yeah.. but it does the job.

also you'll need to change the textures over to .dds so they'll be inline with the rest of KSP. also Some thrust curves may need to be tweaked. but other than that. it should be good! 🤖

i do belive the textures are dds, to the extent that any attempt to convert themseems to end up with a 3x3px image of no use to anyone, i have all the original texturs and if i can identify which go where i will replace them and reconvert



Quote



Stone Blue

Junior Rocket Scientist



Members

+ 1,271

3,254 posts

Posted December 15, 2015 (edited)

Report post

[@amankd](#), I see you've included the example Ships directory in the .zip... Also the Firespitter plugin and FSFuelSwitchTweakscale.cfg...

With the current folder structure in the .zip, there may be confusion for people installing the mod...

Might I suggest restructuring the .zip with a GameData folder and Ships folder, with only RetroFuture and Firespitter folders inside the GameData.... Then of course the Firespitter.dll & FSFuel .cfg would go in the Firespitter folder... Also, then people could drop the Ships folder into the saves/ folder... This would keep from creating TWO separate copies of Firespitter, if someone already has it installed, and also, if you keep the most current vers., would keep from having two different versions of Firespitter...

Edited December 15, 2015 by Stone Blue



Quote



"The absolute best thing about a mod is how quickly you forget it's installed..... Until you play an instance of KSP without it." - 5thHorseman

"Always remember: It's Nice To Be Important...but It's More Important To Be Nice!..." - [Brother Wease](#)

MD5Ray01

Amateur Spaceplane Designer



Posted December 15, 2015

Report post

Just as a heads-up, the gunpod doesn't work.



Quote





Members

+ 1

45 posts

amankd

Lemlur Kerman



Members

+ 120

321 posts

Posted December 15, 2015

Report post

On 12/15/2015 at 5:41 PM, MD5Ray01 said:



Just as a heads-up, the gunpod doesn't work.

from what ive experienced they never did even when it was indate, but shouldnt be a hard fix if i have the model and texture



Quote



Beetlecat

Sr. Spacecraft Engineer



Members

+ 575

1,615 posts

Posted December 15, 2015

Report post

New thread!-- fair enough 🐞

Thank you so much for grabbing this one for modernization (ironically enough)!

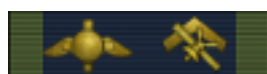
Please link to the old thread, too. It's always useful for the background development and conversation about the various parts.



Quote



Onward!



Ohm Machre

To the skies, Hawkmen!!



Members

+ 34

213 posts

Posted December 16, 2015

Report post

YES YES YES YES I LOVE YOU OP!!!!

SERIOUSLY, this has been one of my favorite mods since 0.90!! (Even THEN it wasn't up to date, lol!!) I'm SO GLAD to see it resurrected!!



Quote

Beetlecat likes this



White Owl

Retired Videographer



Members

+ 540

1,352 posts

Location: WinterOwl's Aircraft Emporium

Posted December 16, 2015

Report post

Can I suggest integrating this with the Community Tech Tree? I'd like to see all the prop engines in their own tech node, earlier than supersonic flight.

I've been playing around with this, and really like some of the cockpits.



Quote



Flying machine market has been very unsteady the past two days. Opened yesterday morning at about 208 (100% means even chance of success) but by noon had dropped to 110. These fluctuations would have produced a panic, I think, in Wall Street, but in this quiet place it only put us to thinking and figuring a little. — Orville Wright

Kolago

Sr. Spacecraft Engineer



Members

Posted December 29, 2015

Report post

All the Eddie engines need updates:

node_stack_bottom points in wrong direction. Node size is not defined. My suggestion is to scale up node size from 0 to 3 for the specific Eddie models.

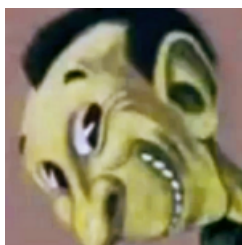
+57
463 posts

+ Quote



123nick

Sr. Spacecraft Engineer



Members

+82

918 posts

Posted January 2, 2016

Report post



On 12/29/2015 at 5:50 PM, Kolago said:



All the Eddie engines need updates:


node_stack_bottom points in wrong direction. Node size is not defined. My suggestion is to scale up node size from 0 to 3 for the specific Eddie models.

that's from the retro-future mod? i thought some other mod had it updated, to 1.0.5. like, the karbonite mod has some airpropellers and etc in both karbonite and non-karbonite fueled versions of the UHB turbines.

regardless, im here to ask about there being proper career mode integration? with costs n entry purchases, and other similar stuff






+ Quote



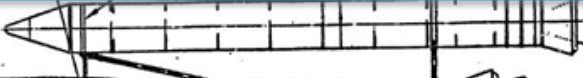


123Nick
Currently In-Game
Kerbal Space Program
Games 361

Level 22
Badges 24
Groups 6

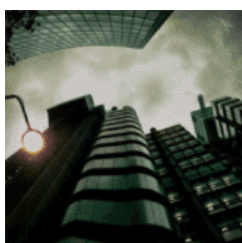


SRB-X :)



Warro

Rocketry Enthusiast



Members

+17

Posted January 3, 2016

Report post



Looks like Retrofuture models for Procedural wings are broken. If I add any of them to the craft, it will tear it apart on the runaway as soon as craft starts moving. Wings from Procedural mod itself acts normal.
Cargobays also are eyecandy for now, no inner nodes, no cargobay module in the config.

65 posts



Quote



Stone Blue

Junior Rocket Scientist



Members

+ 1,271

3,254 posts

Posted February 20, 2016

Report post



@amankd

Since this was hosted exclusively on KerbalStuff, which has recently shutdown, any chance to get this rehosted on its replacement site, [SpaceDock.info](http://spacedock.info) ?



Quote



"The absolute best thing about a mod is how quickly you forget it's installed.... Until you play an instance of KSP without it." - 5thHorseman

"Always remember: It's Nice To Be Important...but It's More Important To Be Nice!..." - [Brother Wease](#)

amankd

Lemlur Kerman



Members

+ 120

321 posts

Posted February 20, 2016

Report post



yes it will just as soon as the upload limit is raised



Quote

Stone Blue likes this



amankd

Lemlur Kerman



Members

+ 120

Posted February 20, 2016

Report post



<http://spacedock.info/mod/197/retrofuture%20space%20plane%20parts>



Quote



Stone Blue

Junior Rocket Scientist



Members

+ 1,271

3,254 posts

Posted February 20, 2016

Report post

On 2/20/2016 at 9:44 PM, amankd said:

yes it will just as soon as the upload limit is raised

OH!... I forgot there was a size limit... Sorry...



Quote



"The absolute best thing about a mod is how quickly you forget it's installed..... Until you play an instance of KSP without it." - 5thHorseman

"Always remember: It's Nice To Be Important...but It's More Important To Be Nice!..." - [Brother Wease](#)

amankd

Lemlur Kerman



Members

+ 120

321 posts

Posted February 20, 2016

Report post

well ot size... time, priot to now it was 2 mins max upload time



Quote



Beetlecat

Sr. Spacecraft Engineer



Posted February 20, 2016

Report post

On 2/20/2016 at 9:56 PM, amankd said:

<http://spacedock.info/mod/197/retrofuture%20space%20plane%20parts>



Members

+ 575

1,615 posts

Ahh -- cheers!



Quote



Onward!



drtedastro

Capsule Communicator



SQUAD staff

+ 271

2,220 posts

Posted February 22, 2016

Report post

Many thanks.

Wheee and then Cheers.



Quote



1

2

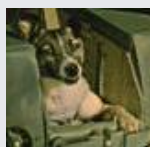
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