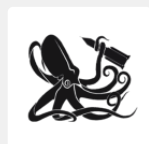


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[1.1.2] Eskandare Heavy Industries THERMONUCLEAR TURBINES! (1.0.12)

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By Eskandare, April 12, 2016 in Add-on Releases

[mod](#)[nuclear](#)[engine](#)

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Eskandare

Posted April 12, 2016 (edited)

[Report post](#)

Eskandare Heavy Industries

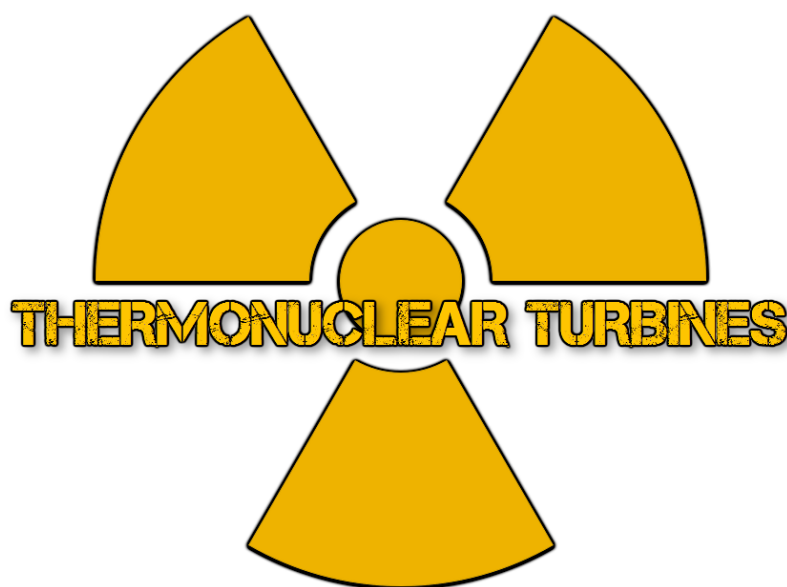


Members

[+ 1,102](#)

1,314 posts

Location: Sitting in my chair.



Nuclear Aircraft Engines

Download **Thermonucl**

ear Turbines (for KSP

1.1.2) on SpaceDock!

A new hot way to get into orbit!

This is a small engine mod that adds nuclear turbine aircraft engines based off of this concept, [Aircraft Nuclear Propulsion](#), [Project Pluto](#) and the similar Soviet program [Tupolev Tu-95LAL](#), also with a little influence from the Choujikuu Yousai Macross anime series and sequels to give two of the engines space capability.

The concept behind the engine is that thermal energy is transferred through a heat exchanger into the "can" (combustion section of a turbine) instead of using combustion to rapidly heat up gasses to turn the turbine and provide thrust.

Features for ver 1.1.0 (KSP

1.3.1) Update: COMING SOON!

- **MOAR!** Engines: 4x Nerv, 2x Nerv, Fusion Plasma Impulse, M.A.S.A.M.U.N.E., Back Draft, Fire Storm, and Fire Whirl. Two radial mount VTOL engines, Nuclear Vacuum and M.A.S.A.M.U.N.E. style.
- Bussard style Fuel Scoops, Size 1 and Size 2 variants. Radial space plane fuel scoops, Bussard and atmospheric.
- More fuel tanks to support the engines.
- Four Fuel-O-Tron converters, Size 1, 2, & 3, and Mk 2.
- Example Crafts
- Custom Sounds
- Custom FX

Current Issues:

- A few minor bugs I'm working on fixing, otherwise

CHANGE LOG

1.0.12: 1.1.2 Compatible, Updated
Module Manager Dependency

1.0.11: 1.1 release, updated packaged
*.dll plugins (Module Manager,
FireSpitter, Smoke Screen). Minor
changes to the Example Craft.

1.0.1P: Fixed location of FX folder,
Fixed some issues with Example Craft.

1.0.0P: Release for 1.1 pre.

Additional Credit:

- nli2work: for his awesome propeller meshes.
- Nazari1382: [Hot Rockets](#) (And the tutorial to make my own.)
- Snjo: for [FireSpitter](#) (*.dll Packaged with Thermal Nuclear)
- sarbian: for [Module Manager](#), & [Smoke Screen](#) (*.dll Packaged with Thermal Nuclear)
- RoverDude: for [Community Resource Pack](#) (Packaged with Thermal Nuclear)



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Edited February 4, 2018 by Eskandare



Quote

Audiobotguy03, ZentroCatson, Geschosskopf and 9 others like this



Eskandare Heavy Industries



- [Check out my mods](#)

Helping with [KerbinSide - New Bases For Planet Kerbin](#)

martinezfg11

Kerbal Atmosphere Program



Members

+ 317

470 posts

Posted April 12, 2016

Report post



Cool! Can we see some pics?



Quote



[AoA Tech - Aviation Parts](#) | [IVA Everything](#)



Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

Posted April 12, 2016

Report post



On 4/12/2016 at 6:00 PM, martinezfg11 said:



Cool! Can we see some pics?

Working on that right now. Also discovered that the wheel colliders hate my example crafts and they need editing to prevent rapid unplanned disassembly.



Quote



Eskandare Heavy Industries



- [Check out my mods](#)

Minecraf345

Failed SSTO Designer



Members

+ 10

28 posts

Posted April 12, 2016

Report post

Yay! This should keep me busy for a few days! Love the Nuclear Props!

+ Quote



Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

Posted April 12, 2016 (edited)

Report post

On 4/12/2016 at 6:14 PM, Minecraf345 said:

Yay! This should keep me busy for a few days! Love the Nuclear Props!

Good fun! Remember to press 'x' to zero your throttle and 'b' to lock the brakes to wait for the engines so warm up. Well, you don't have to but the engine sounds are worth it.



Edited April 12, 2016 by Eskandare

+ Quote

[Eskandare Heavy Industries](#)
- [Check out my mods](#)

Helping with [KerbinSide - New Bases For Planet Kerbin](#)

RomanCat

Rocketeer



Posted April 12, 2016

Report post

Maybe for 1.0.5 to?



Quote



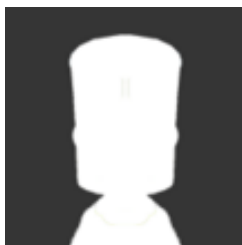
Members

+ 7

80 posts

Minecraf345

Failed SSTO Designer



Members

+ 10

28 posts

Posted April 12, 2016 (edited)

Report post



On 4/12/2016 at 7:09 PM, Eskandare said:



Good fun! Remember to press 'x' to zero your throttle and 'b' to lock the brakes to wait for the engines so warm up. Well, you don't have to but the engine sounds are worth it. 🤪

I have never not done that 🤪. I think I found a small bug, the sounds only come from one side of my speakers. I tried unplugging and re-plugging in my speakers, but it was still acting like that. Same as my headphones

Edited April 12, 2016 by Minecraf345



Quote



Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Posted April 12, 2016

Report post



On 4/12/2016 at 7:11 PM, RomanCat said:



Maybe for 1.0.5 to?

Just use the 1.0.5 version of the plugins, they should work.



On 4/12/2016 at 7:23 PM, Minecraf345 said:



Location: Sitting in my chair.

I have never not done that 🙄. I think I found a small bug, the sounds only come from one side of my speakers. I tried unplugging and re-plugging in my speakers, but it was still acting like that. Same as my headphones

All my sounds are sampled at Stereo 44,100Hz, 32 bit float, they work fine. The problem may be on your end.



Quote



Eskandare Heavy Industries

- [Check out my mods](#)



Helping with [KerbinSide - New Bases For Planet Kerbin](#)

bananashavings

Spacecraft Engineer



Members

+ 36

132 posts

Posted April 12, 2016

Report post



Downloaded it and its pretty awesome, but I have a few things to say. The "Fire Whirl's" icon is broken in the SPH. Also, most of the models look really good but the propeller looks kind of tacky. Tihs of course is an opinion, but I think that the propellers design could look a bit more sleek and modern. Anyways, thanks for the awesome mod.



Quote



Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

Posted April 12, 2016

Report post



On 4/12/2016 at 9:56 PM, bananashavings said:



Downloaded it and its pretty awesome, but I have a few things to say. The "Fire Whirl's" icon is broken in the SPH. Also, most of the models look really good but the propeller looks kind of tacky. Tihs of course is an opinion, but I think that the propellers design could look a bit more sleek and modern. Anyways, thanks for the awesome mod.

I was trying to go for more of a retro modern 1960 art deco look. The icon in the SPH being broken? How? If you mean that the blur transform and collider is visible it is because how the SPH/VAB icons work currently.

+ Quote



Eskandare Heavy Industries

- [Check out my mods](#)



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bananashavings

Spacecraft Engineer



Members

+ 36

132 posts

Posted April 12, 2016

Report post

▼ On 4/12/2016 at 10:40 PM, Eskandare said:



I was trying to go for more of a retro modern 1960 art deco look. The icon in the SPH being broken? How? If you mean that the blur transform and collider is visible it is because how the SPH/VAB icons work currently.

About the icon: I was thinking something like that may have happened, but how come this doesn't happen in Firespitter or KAX?

About the model: Neat, but I dont know if they really fit with the others models. The other 3 look "futuristic" and very sleek, where as this looks tacky. Do what you want, but It might attract more people if it look fitting.

+ Quote



smurphy34

Rocketry Enthusiast

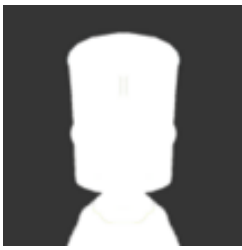


Posted April 12, 2016 (edited)

Report post

Thanks for the update, love the engines.

This is for the Nodachi & Masamune.



Members

+ 26

126 posts

I wasn't getting any Smokescreen flames, I looked at the log and saw that KSP couldn't load the mu's from "Eskandare_Heavy_Industries/Thermonuclear/FX" and then I saw that "FX" is under "Eskandare_Heavy_Industries/Thermonuclear/**Parts**/FX". I copied "FX" to "Eskandare_Heavy_Industries/Thermonuclear/FX" and got the flames.

Thanks for all your work on this

Edited April 12, 2016 by smurphy34

n stuff



Quote



Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

Posted April 13, 2016

Report post



On 4/12/2016 at 10:46 PM, bananashavings said:

About the icon: I was thinking something like that may have happened, but how come this doesn't happen in Firespitter or KAX?

About the model: Neat, but I dont know if they really fit with the others models. The other 3 look "futuristic" and very sleek, where as this looks tacky. Do what you want, but It might attract more people if it look fitting.

Maybe... My KAX and FireSpitter does the same. I though it could have been a Unity 5 issue. I'll look into it.

On 4/12/2016 at 11:02 PM, smurphy34 said:

Thanks for the update, love the engines.

This is for the Nodachi & Masamune.

I wasn't getting any Smokescreen flames, I looked at the log and saw that KSP couldn't load the mu's from "Eskandare_Heavy_Industries/Thermonuclear/FX"

and then I saw that "FX" is under
"Eskandare_Heavy_Industries/Thermonuclear/**Parts**/
FX". I copied "FX" to
"Eskandare_Heavy_Industries/Thermonuclear/FX"
and got the flames.

Thanks for all your work on this

Thanks for noting that! I'll fix it for my next update ASAP.



Quote



Eskandare Heavy Industries

- [Check out my mods](#)



Helping with [KerbinSide - New Bases For Planet Kerbin](#)

RomanCat

Rocketeer



Members

+7

80 posts

Posted April 13, 2016

Report post



On 4/12/2016 at 7:30 PM, Eskandare said:



Just use the 1.0.5 version of the plugins, they should work.

Link? Or version for 1.1 wokr on 1.0.5?



Quote



Eskandare

Eskandare Heavy Industries



Posted April 13, 2016

Report post



On 4/13/2016 at 2:21 AM, RomanCat said:



Link? Or version for 1.1 wokr on 1.0.5?



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

It works on 1.05 only if you have the 1.05 plugins (*.dll files) of FireSpitter and Smoke Screen.



Quote



Eskandare Heavy Industries

- Check out my mods

Helping with [KerbinSide - New Bases For Planet Kerbin](#)

RomanCat

Rocketeer



Members

+ 7

80 posts

Posted April 13, 2016

Report post



On 4/13/2016 at 2:26 AM, Eskandare said:



It works on 1.05 only if you have the 1.05 plugins (*.dll files) of FireSpitter and Smoke Screen.

Oh, tnx. I have FireSpitter and SmokeScreen dll, for 1.0.5.



Quote



Rho-Mu 34

Bottle Rocketeer



Members

+ 8

56 posts

Posted April 13, 2016

Report post



Many thanks for the update, Eskandare! The new engines look sweet, not to mention finally getting the long-awaited 2.5m turbine. All that's left is mk2 nuke and i can safely toss out rest of 'em jets 🤖

Couple of reports:

- The contrail from MASAMUNE is spawning from outside of engine, off-centre to the right. Not critical, but can be annoying.

- Dual Firestorms start to gimball like crazy once out of the atmosphere, the aft section of the shuttle continuously made circles (counter-clockwise) and failed to finish last 5 m/s of circularization maneuver.

Using 1.0.5 version here, so not sure if this is incompatibility or mod issue.



Quote



Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

Posted April 13, 2016 (edited)

Report post



On 4/13/2016 at 6:06 AM, Rho-Mu 34 said:



Many thanks for the update, Eskandare! The new engines look sweet, not to mention finally getting the long-awaited 2.5m turbine. All that's left is mk2 nuke and i can safely toss out rest of 'em jets 🤖

Couple of reports:

- The contrail from MASAMUNE is spawning from outside of engine, off-centre to the right. Not critical, but can be annoying.

- Dual Firestorms start to gimball like crazy once out of the atmosphere, the aft section of the shuttle continuously made circles (counter-clockwise) and failed to finish last 5 m/s of circularization maneuver.

Using 1.0.5 version here, so not sure if this is incompatibility or mod issue.

As a replacement for regular engines it would be tough since nuclear engines are heavier and produce more heat.

I'll certainly look into that. Everything should be perfectly in line in Unity it could be possible something got misaligned. Last I checked the Masamune was in line, but I did have trouble with the 2.5m Fire Storm engine. I'll check again to be sure.

The gimbaling issue may be due to the TWR of the craft, it's an issue I've obseved in KSP before. I think ot may more a KSP issue.

Edited April 13, 2016 by Eskandare



Quote



Eskandare Heavy Industries

- [Check out my mods](#)



Helping with [KerbinSide - New Bases For Planet Kerbin](#)

Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

Posted April 18, 2016

Report post



On 4/12/2016 at 7:23 PM, Minecraf345 said:



I have never not done that 🤖. I think I found a small bug, the sounds only come from one side of my speakers. I tried unplugging and re-plugging in my speakers, but it was still acting like that. Same as my headphones

So I investigated the problem further. I believe it is an issue with FSengineSounds in FireSpitter. I worked with the sound files in every way possible, no matter what I did the stereo channel was limited to only one channel. I can try recording as a mono channel file and see if that changes anything.



Quote



Eskandare Heavy Industries

- [Check out my mods](#)



Helping with [KerbinSide - New Bases For Planet Kerbin](#)

Minecraf345

Failed SSTO Designer



Posted April 18, 2016 (edited)

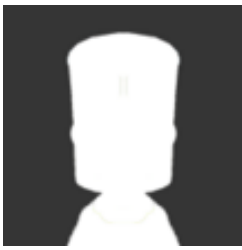
Report post



(moved to other post)

Edited April 19, 2016 by Minecraf345

forgot to quote



Members

+ 10

28 posts

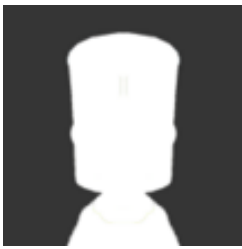


Quote



Minecraf345

Failed SSTO Designer



Members

+ 10

28 posts

Posted April 19, 2016

Report post



On 4/18/2016 at 8:19 PM, Eskandare said:



So I investigated the problem further. I believe it is an issue with FEngineSounds in FireSpitter. I worked with the sound files in every way possible, no matter what I did the stereo channel was limited to only one channel. I can try recording as a mono channel file and see if that changes anything.

Thanks for looking into this! I thought I was just going crazy from the stress of my upcoming ACT test!

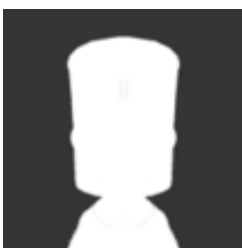


Quote



Rho-Mu 34

Bottle Rocketeer



Members

+ 8

56 posts

Posted April 22, 2016

Report post



On 4/13/2016 at 7:55 AM, Eskandare said:



As a replacement for regular engines it would be tough since nuclear engines are heavier and produce more heat.

That was a joke of course, though every joke has some truth in it and i do use your engines more often than regular airbreathing engines.

On 4/13/2016 at 7:55 AM, Eskandare said:

The gimbaling issue may be due to the TWR of the craft, it's an issue I've observed in KSP before. I think it may more a KSP issue.

Ran numerous tests with completely different SSTOs, different layouts, different TWRs, different weight, different CoMs - same result, and for 1.25 turbine too. I do hope it's 1.0.5 quirk...



Quote



Voculus

Crash Test Dummy



Members

+ 119

758 posts

Posted April 23, 2016

Report post



Many thanks, Eskandare! Top-notch work, and much-appreciated! 🤖



Quote



Geschosskopf

Director of Shanghaing
Operations



Members

+ 5,903

6,885 posts

Location: Lousy Anna's armpit

Posted April 24, 2016

Report post



This is a great mod and I'm enjoying it greatly. I have noticed, however, that the cowlings of the turboprop engines have Z-fighting going on when you mouse over them. But this doesn't affect flying with them.



Quote



-Geschosskopf – NIHIL INIQUIVS QVAM ÆQVITATEM
NIMIS INTENDERE



[I am a Kerbero](#)

Eskandare

Eskandare Heavy Industries



Members

+ 1,102

1,314 posts

Location: Sitting in my chair.

Posted April 24, 2016

Report post

I am aware of that I'll be fixing it in my next update.



Quote



Eskandare Heavy Industries



- [Check out my mods](#)

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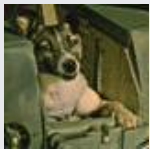
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[1.1.2] Eskandare Heavy Industries THERMONUCLEAR TURBINES! (1.0.12)

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