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[1.4.x-1.6.x] Airplane Plus - R26.0 (A lot of fixes) (Mar 21, 2019)

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By blackheart612, May 21, 2016 in Add-on Releases

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blackheart612

Posted May 21, 2016 (edited)

[Report post](#)

Aerospace Engineer



Members

2,027

2,546 posts

Airplane Plus



Powerful stockalike parts for aircraft enthusiasts.

Feedbacks would be helpful.

And if you have time, please take the Poll:

[Click here to vote on what part do you want to be added](#)

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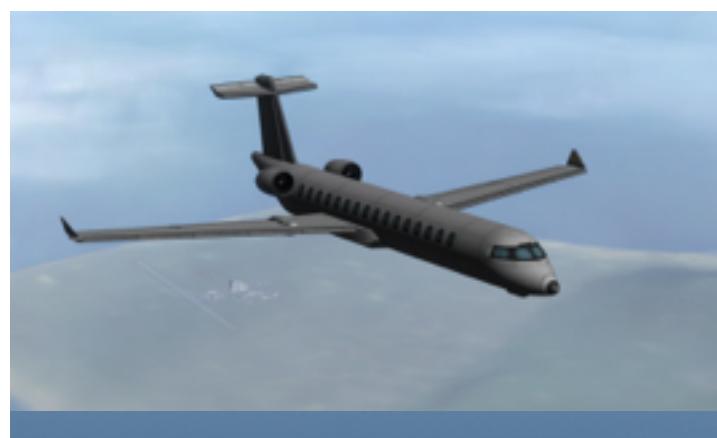
[Community Tech Tree](#)

Sound Issue Workaround is under "Issues" Below

If you want assist in hovering, [I recommend this mod I'm using](#)

Craft Files (Click Image):

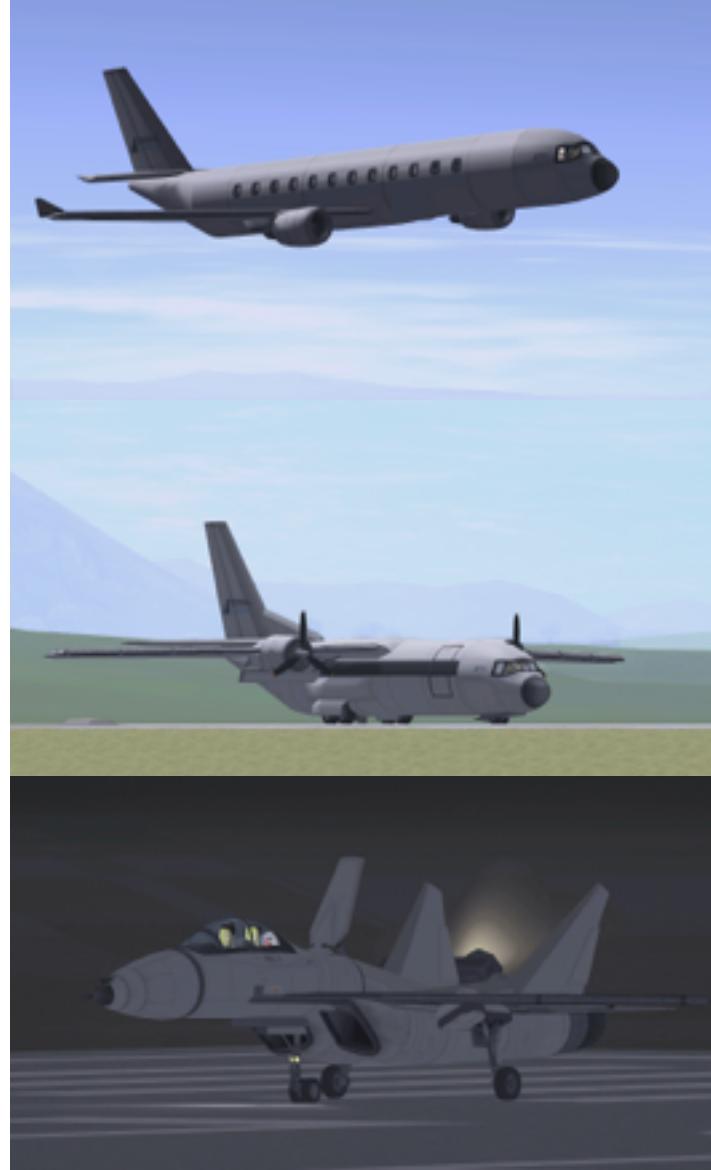
Release 22-24:



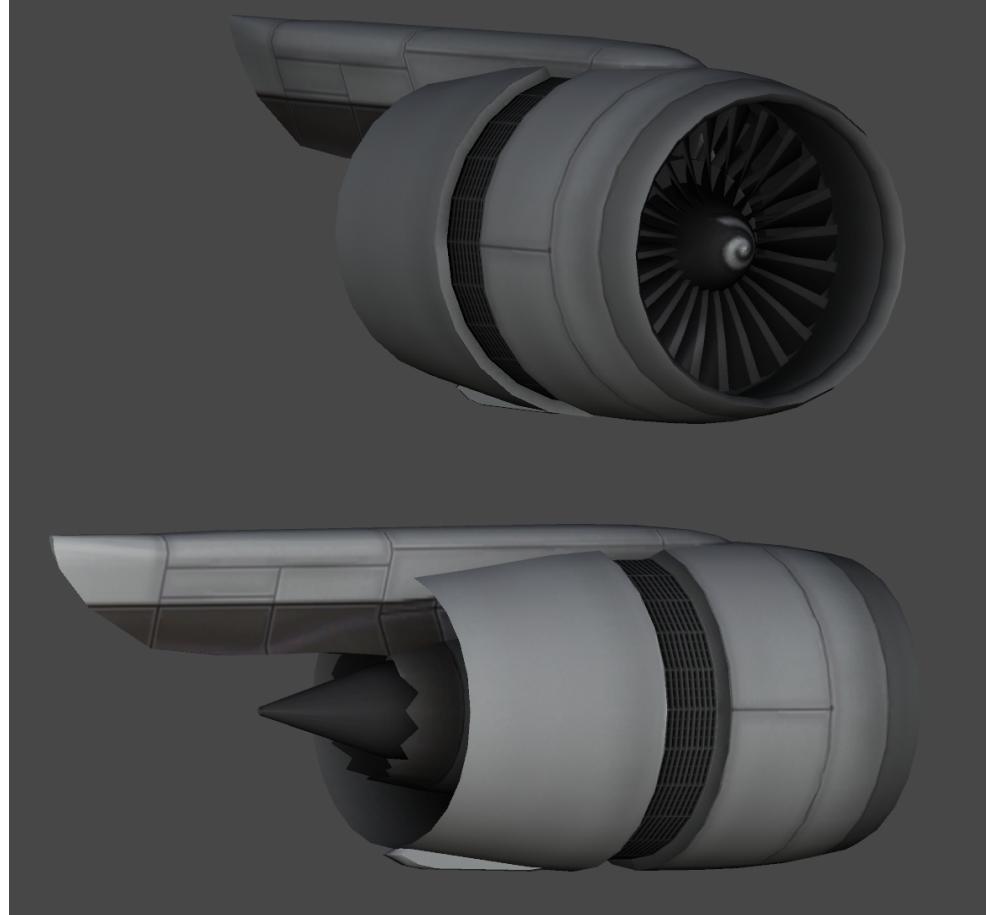
Release 20:



Old Files:



Extra Images:





▶ Reveal hidden contents

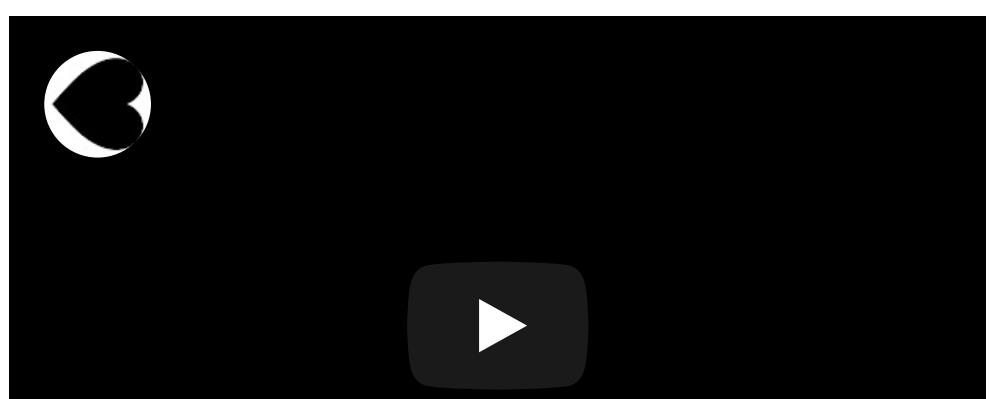
Old Part Selection Images:

▶ Reveal hidden contents

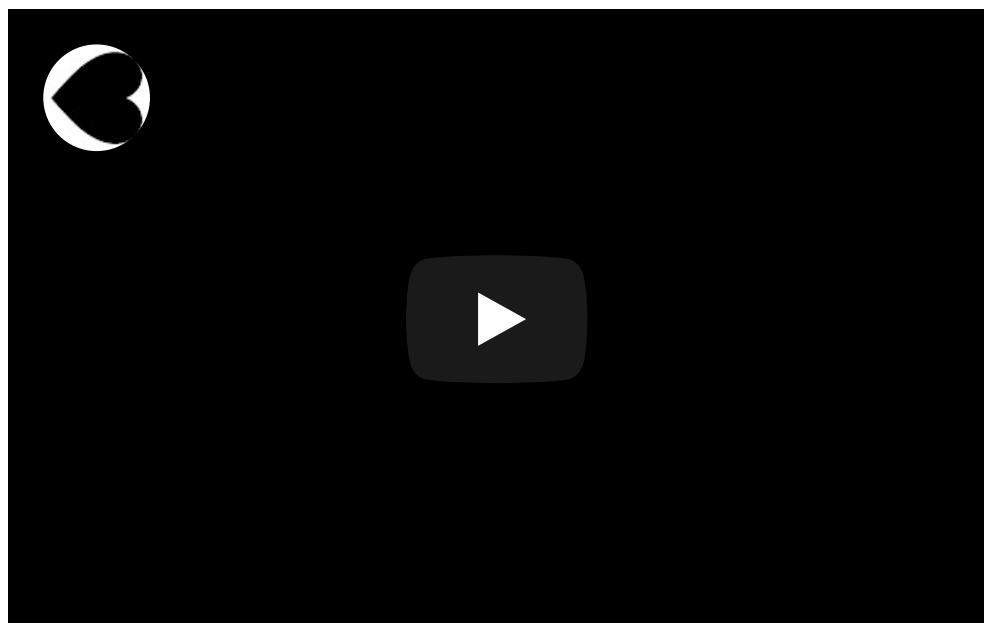
Collection of Aircraft Photos: <https://imgur.com/a/ySFgL>

Old Album: <http://imgur.com/a/6kDLM>

APU in Action:



Huey in Action:



Machbuster Video:

 [Reveal hidden contents](#)

Extra: Demonstration of the Tilt-Rotor function, assisted VTOL landing and New Diagonal Gear

 [Reveal hidden contents](#)

Other videos:

 [Reveal hidden contents](#)

Latest Changelog:

 [Reveal hidden contents](#)

Installation:

Remove old folder if there's an old installation.

Copy the GameData folder into your root folder.

-Included in the pack are AirplanePlus and Firespitter folders. It also packs ModuleManager*

*I do not own these mods, I merely packed them in for Airplane Plus to be functional and avoid linking downloads for dependencies. Big thanks to their Authors.

FAQ:

 [Reveal hidden contents](#)

License:



*I only take credit on my parts. Firespitter and Modulemanager which are included in the pack are made by different authors with their own licenses.

Most performance configs powered by [@Tanner Rawlings](#)
Shout out and big thanks to [@acc](#) for doing a test run back then.

[@kiwinanday](#) helped a lot on producing important info in reconfiguring performance, thanks a lot!

Edited May 17 by blackheart612

Download Link Issue fix

 [Quote](#)

TotallyNotHuman, acc, swjr-swis and 93 others like this



My addons:

[Click Kerbal](#) 

[Standard](#) for craft file list

[Decal](#)

[Stickers](#)



DasBananenbrot

Senior Rocket Scientist



Posted May 21, 2016 (edited)

[Report post](#) 

Nice a new project from you  Looks really interesting and new Stockalike parts are always welcome. Gotta try these out

Edited May 21, 2016 by DasBananenbrot

Members

+ 75

1,217 posts

Location: Kermany



Quote



Beetlecat

Sr. Spacecraft Engineer



Members

+ 595

1,659 posts

Posted May 21, 2016

Report post



More plane parts are *always* welcome. Especially like the form-factor of those engines.



Quote



Onward!



blackheart612

Aerospace Engineer



Members

+ 2,027

2,546 posts

Posted May 21, 2016

Report post



These are actually old parts that I had made, hence some of the screenshots (old landing gear!). I failed to upload them back then though but not anymore. I'm glad you guys are interested. 😊



Quote



My addons:

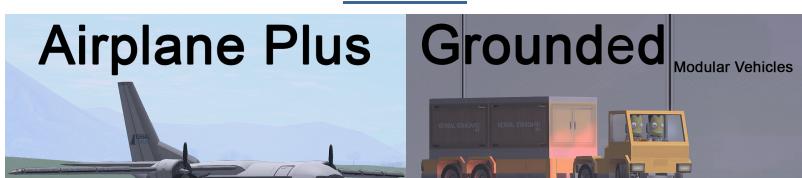
Click Kerbal



[Standard](#) for craft file list

[Decal](#)

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DasBananenbrot

Senior Rocket Scientist



Posted May 21, 2016

Report post



Well, then better late than never I guess 😊



Quote



Members

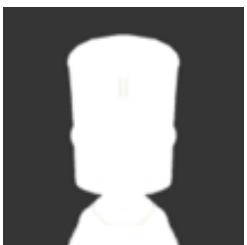
+ 75

1,217 posts

Location: Kermany

Rhedd

Rocketry Enthusiast



Members

+ 58

189 posts

Posted May 21, 2016 (edited)

Report post



I'm a huge fan of WWII aircraft, and these look completely AWESOME!

EDITED TO REMOVE BUG REPORT... To test your mod I removed all of my other mods and accidentally removed the Squad folder as well. Things don't work so well when you do that. 

Anyway, everything works now! Thanks!

Edited May 21, 2016 by Rhedd



Quote

Gnoyze likes this



blackheart612

Aerospace Engineer



Members

+ 2,027

2,546 posts

Posted May 21, 2016 (edited)

Report post



On 5/21/2016 at 3:25 PM, Rhedd said:

I'm a huge fan of WWII aircraft, and these look completely AWESOME!

~~Unfortunately... The load screen locks up when it reaches your parts, and the game won't load.~~

~~I know you said you weren't very comfortable writing cfgs, but I took a quick look and didn't SEE any obvious problems (it usually locks up like that when a resource definition is missing). Is there some part of Firespitter that you needed to include but didn't, perhaps? I tried the FS you packaged, and I also tried the latest one I already had. Neither worked, but I don't use the whole package, just the dll.~~

~~Anyway, hope it's an easily solvable problem, because I would love to use these!~~

The problem might be firespitter's Resources folder or its config missing! Make sure you have them. You might only have installed the plug in itself. I will also try to replicate on a completely stock install but I'd bet on the resource folder for now. Also, I rechecked my package and it seems to be there. And I saw that I had a GameData folder there which I have failed to delete because I was too lazy to put the contents inside it. Shame on me 😑

Edited May 21, 2016 by blackheart612

Irrelevant now

+ Quote



My addons:

Click Kerbal X ▾

[Standard](#) for craft file list

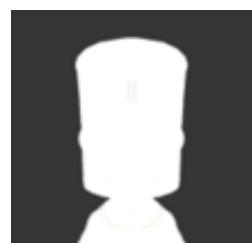
[Decal](#)

[Stickers](#)



Rhedd

Rocketry Enthusiast



Members

+ 58

189 posts

Posted May 21, 2016

Report post



@blackheart612

Sorry you saw my post before I edited it! It was all my fault, as I noted in the edited post. Your upload is just fine.

The only bug I've found is that the prop sound is always only in the right ear, which probably isn't your problem.

+ Quote



blackheart612

Aerospace Engineer



Posted May 21, 2016

Report post



On 5/21/2016 at 3:36 PM, Rhedd said:



@blackheart612

Sorry you saw my post before I edited it! It was all my fault, as I noted in the edited post. Your upload is just

Members

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2,546 posts

fine.

The only bug I've found is that the prop sound is always only in the right ear, which probably isn't your problem.

Then it's all cool. Regarding the sounds, I am not quite sure about it. I just played the engine sounds and it played both ends on my speaker.



Quote



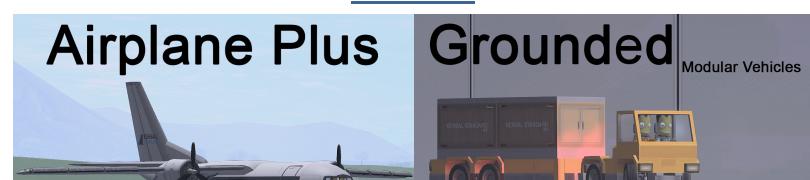
My addons:

Click Kerbal X ▾

[Standard](#) for craft file list

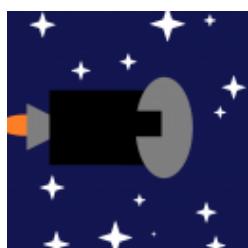
[Decal](#)

[Stickers](#)



OrbitalBuzzsaw

Power Tool Abuser



Members

+ 517

1,069 posts

Location: Building space stations

Posted May 21, 2016

[Report post](#)



Looks really cool! What about some cockpits? A 2-seat inline, a inline with a long slope back (I.E. F4U Corsair) and a P-51 like one?



Quote



My mission report :

<https://forum.kerbalspaceprogram.com/index.php?/topic/183863-the-misadventures-of-the-buzzsaw-industrial-conglomerate-rebooted/>

Daeridanii

Lemon



Posted May 21, 2016

[Report post](#)



I really like this, simply because I can get two nice propellers without a huge amount of other stuff that probably isn't even up to date. This is



Members

+ 135

137 posts

Location: United States

wonderful! (Unfortunately, I'm afraid I won't be able to help you with configs. I'm no better at it. 😷)



Quote



"The ships hung in the sky in much the same way that bricks don't." - Douglas Adams

rasta013

Spacecraft Engineer



Members

+ 317

664 posts

Posted May 21, 2016

Report post



@blackheart612 I just recently started playing around with thrust curves although I'm no expert by any means but will gladly try these out and take a look at the configs for you. Great job on the parts and like others I'd welcome seeing more work along these lines, especially anything related to prop driven aircraft.



Quote



Alshain

Flight Director



Members

+ 4,820

8,192 posts

Location: a: 19h 55m 18.8s δ: +06° 24' 24"

Posted May 21, 2016 (edited)

Report post



I love these models, I'll always take more propeller options, though yes they do feel a little over powered. 175kN @ Mach 0.5... that's pretty close to the Wheesley.

The right channel audio issue is Firespitter, you can adapt them into the stock format fairly easily, I just finished doing it for KAX. However there is no delay I could find so the engine sound starts at the same time as the start up sound. Later tonight I could take a look at the configs for the sound for you if you like. I'm not sure I could be of any help on the engine.

Edited May 21, 2016 by Alshain



Quote

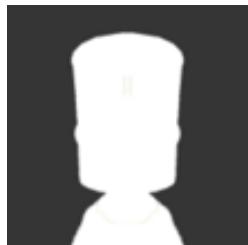


X



ghopper

Curious George



Members



0
1 post

Posted May 21, 2016

Report post



Could you possibly create a B-29 Wright 3350 engine and a B-36 Wasp Major engine?

https://images.duckduckgo.com/iu/?u=http%3A%2F%2Ffarm3.staticflickr.com%2F2480%2F3576678005_46976ef726_z.jpg%3Fzz%3D1&f=1

<https://images.duckduckgo.com/iu/?u=http%3A%2F%2Fwww.uh.edu%2Fengines%2Fb36-home.jpg&f=1>

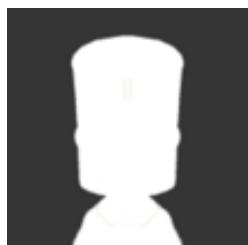


Quote



StevieC

Resident Slacker



Members

+ 183

649 posts

Location: 42° 56' N, 85° 38' W

Posted May 22, 2016

Report post



B-36 would be neat 'cuz it'd be a pusher-prop, and I'd love to see an Armstrong Siddeley Double Mamba (which powered the Fairey Gannet. Two turboprop engines geared to a pair of contra-rotating propellers, such that one engine powered the clockwise turning contraprop, and the other engine powered the anti-clockwise turning contraprop and you could feather one contraprop whilst continuing to use the other one). If that's not feasible, than just contraprops in general would be cool. Another thing I'd like to see is a prop that's on a Wankel engine instead of a piston-engine.

[Quote](#)

"How hard can it be?!" - Jeremy Clarkson X ▾

"That's not gone well!" - also Jeremy Clarkson, about ten minutes later

blackheart612

Aerospace Engineer



Members

2,027

2,546 posts

Posted May 22, 2016 (edited)

[Report post](#)



@rasta013 If you happen to know how to make curves close to how these props really work in real life, or know anybody who does, please do contact me.

@Alshain I see, so there is an issue when Firespitter uses my wav. Explains the phenomenon. Is there a catch? Any setting that should be changed?

@ghopper I will see what I can do. I may be able to do it but the configs will be the problem if I do. But we will see in the near future.

Edit:

@StevieC All props can be pusher props anytime, you just have to set them in reverse thrust. Curtiss XP-55 has V1710 engines as well but pusher. My model is not anywhere close of course. The intakes are designed to be taken from the front.

Edited May 22, 2016 by blackheart612

[Quote](#)

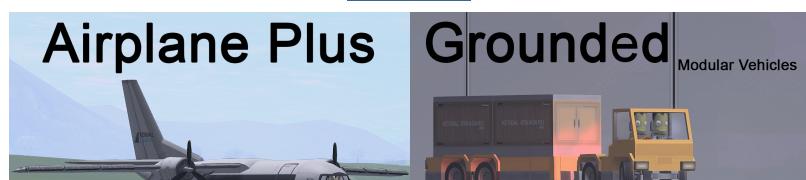
My addons:

[Click Kerbal](#) X ▾

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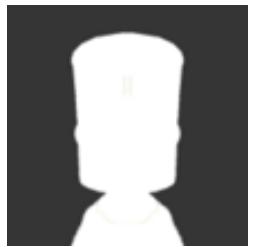
StevieC

Posted May 22, 2016

[Report post](#)



Resident Slacker



@blackheart612 thoughts on my idea of contraprops?



Quote



"How hard can it be?!" - Jeremy Clarkson



Members

+ 183

649 posts

Location: 42° 56' N, 85° 38' W

blackheart612

Aerospace Engineer



Posted May 22, 2016

Report post



@StevieC I might actually invest time in one. Somebody in IRC wanted to see the TU-95 engine which is contraprops. I am certainly interested to see them as well and find out how to implement in firespitter. Still, it might all bottleneck in config making.



Quote



Members

+ 2,027

2,546 posts

My addons:

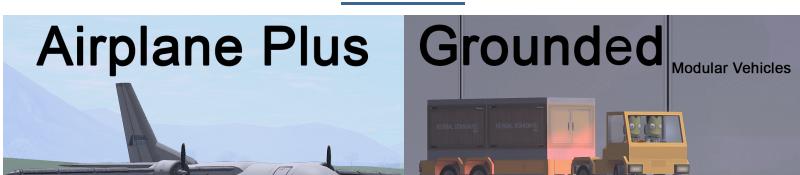
Click Kerbal



[Standard](#) for craft file list

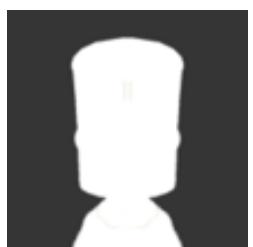
[Decal](#)

[Stickers](#)



StevieC

Resident Slacker



Posted May 22, 2016

Report post



my other suggestion was a Wankel-engine, something like a repurposed engine from a Mazda RX-8 perhaps



Quote



Members

+ 183

649 posts

Location: 42° 56' N, 85° 38' W

"How hard can it be?!" - Jeremy Clarkson



"That's not gone well!" - also Jeremy Clarkson, about ten minutes later

Alshain

Flight Director



Members

+ 4,820

8,192 posts

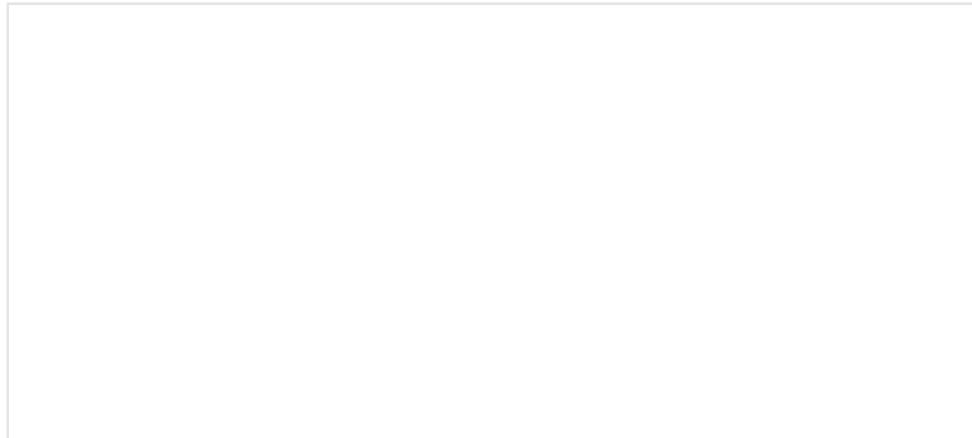
Location: α: 19h 55m 18.8s δ:
+06° 24' 24"

Posted May 22, 2016

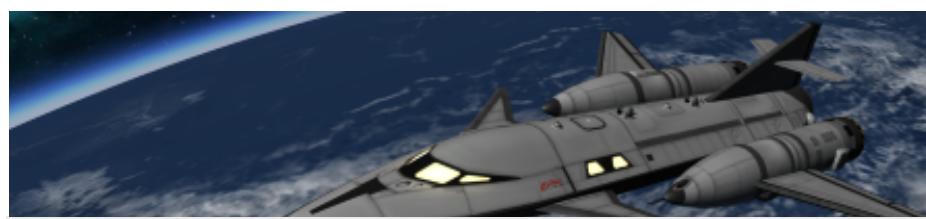
Report post

I've not actually seen a mod add contra props in KSP yet, so it would certainly be unique.

blackheart, For the sound, I wrote a description of how to works, and there is a short follow up of posts after. The only catch is that the engine idle sounds start as soon as the engine starts and overlaps the prop engage sound a bit.



Quote



blackheart612

Aerospace Engineer



Members

+ 2,027

2,546 posts

Posted May 22, 2016

Report post

I believe the delay of the idle is editable in the config I remember experimenting with it. What I did not notice though is the one side of the speaker/headphones only working with firespitter custom sounds?



Quote



[Stickers](#)

ZentroCatson

Debris Hauler



Members

353

253 posts

Location: swinging by Jool's
moons

Posted May 22, 2016 (edited)

[Report post](#)

Nice pack! I'm a sucker for prop engines and WW2 era planes, so thanks for making these! Now I finally can recreate the P-38, my favorite WW2 era plane. Can I suggest some parts for this pack?

Firstly, a Razorback cockpit addition that would turn the mk1 inline cockpit from a bubble top canopy into a razorback like this:



Secondly, a 1.25m air intake similar to the one on the MiG-21 Fishbed.

That's all I really need for now, keep going with this beautiful work 😊

Edited May 22, 2016 by ZentroCatson



Quote



"A good astronaut is one, who always returns home." -Planete





Kartoffelkuchen

likes potatocakes



Members

+ 975

1,501 posts

Posted May 22, 2016

Report post



Why...isn't this stock yet, at least the props?

Awesome work!



Quote

Gapone likes this



[KK Launchers - Delta Pack \(Delta II, III and IV\)](#) now available! | [SpaceX Pack \(Falcon 1, Falcon 9 and Falcon Heavy\)](#)

[ATK Propulsion Pack - SRB's for all your SRBy needs!](#)

Vocusus

Crash Test Dummy



Members

+ 119

758 posts

Posted May 22, 2016

Report post



Gorgeous models! You're doing The Lord's work!



Quote



blackheart612

Aerospace Engineer



Members

+ 2,027

2,546 posts

Posted May 22, 2016

Report post



You guys enjoy it. Hopefully, I'll find someone to help me balance these.

@ZentroCatson The problem with razorback is it follows through the entire fuselage. There might be a way to implement something but that might be an entirely new aircraft mod. Best to include parts that could mimic modern jets as well but it's only on my dreams. At least for now.



Quote

Saltshaker, ZentroCatson and dundun93 like this



My addons:

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