



More solar systems ksp

Are there extra solar systems in Ksp?

There are no extra solar systems in stock KSP or KSPIE. You will need to mod them in. I'm sure there are tons of choices but that's what googles for kids. Once installed, yes, you can warp your way to wherever you want! Ok you've convinced me! Sounds cool. Now you're going to teach me right! No.

How big is Ksp compared to real Solar System?

At 1/4 the size of the Real Solar System, it is still 2.5 times larger than stock KSP and provides a huge challenge to players, but can be achieved with stock parts. It has been figured out by many people the 2.5x scale is the proper scale for KSP.

Which solar panel is most powerful in Ksp?

The value is achieved at Kerbin's distance, with the panel pointed directly at the Sun. The Gigantor XL Solar Array is a deployable solar panel. It is the largest and most powerful electrical energy source in KSP at this time, though in some situations the OX-STAT offers better power per unit mass.

Will there be procedural solar panels in Ksp 2?

When procedural radiators were announced many people suspected that there would be procedural solar panels too. Nate Simpson replied and said that the team hadn't really considered it because there are many more ways of making power in KSP 2 than just solar panels.

What's a good way to expand the Solar System?

Outer planets is the standard. Expands the stock solar system with analogs for the rest of the major and several minor planets. Kerbol Origins also adds planets, and they're all kind of weird.

The Kerbal Space Program subreddit. For all your gaming related, space exploration needs. ... Does anybody know any mods that add more solar systems to explore that is also compatible with the latest version of ksp and scatterer? KSP 1 Question/Problem I have tried extrasolar and grannus, but neither are compatible. Share Add a Comment. Sort by:

This is a continuation of Stock Size Real Solar System, Originally by @sDaZe and myself. Big thank you to @OhioBob for all of the help with atmospheres and other sciency things I don't understand! This makes RSS, well, you guessed it, stock size! Change Log:v0.0.3.1 Update version file for 1.3.1 ...

Aggregate mod that creates two other solar systems in the KSP universe. Aggregate mod that creates two other solar systems in the KSP universe. Browse; Create; ... this mod adds two more stars with their own planetary systems to the game, and a black hole! I have tweaked them to work together into a huge expansion of the kerbal universe. ...



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Made Valentine system more realistic (mass changes, orbit changes, atmosphere changes, etc.) Added moon Kuprus Added moon Pael 1.5.4 (December 25, 2017) ... Kerbal Space Program 1 ; KSP1 Mods ; KSP1 Mod Releases [1.6.0] Extrasolar v1.8.0 [12/21/18] Theme . KSP Light (Default) KSP Dark . KSP Light Red .

Solar System (REMASTERED)-----The Original Mod Made By NathanKell. Link To Original Mod "Real Solar System" License: CC-BY-NC-SA-----This mod adds the real solar system to its kerbal space program, where its orbits, sizes, actual textures, real antenna sites and most real launch sites are added.-----Download the Real Solar System (REMASTERED)

Stock Realism Stock Realism is a collection of patches to make the Kerbol system reflect the real Solar System. More will be added in the future (Once I get the hang of modding KSP :p) Current Features: Moves Bop and Gilly to Duna, to simulate Phobos and Deimos Moved Ike to Jool to simulate Calli...

They range from small concentrated solar panels to massive blanket solar arrays. For more info check out the KSP Forum Thread. Installation: To install, place the included GameData folder inside your Kerbal Space Program folder. If asked to overwrite files, do so. Known Issues: Some of the larger solar panels can get stuck when perpendicular to ...

As you say most add new planets in the Kerbol system, but have a look at Galactic Neighbourhood, a mod that aims to rearrange other planet packs so the various planets orbit different stars near Kerbol, and all the star systems in turn orbit a distant galactic centre.

Combining the wonderful work of Kragathea, Dooz, Medsouz and OvenProofMars, this mod adds two more stars with their own planetary systems to the game, and a black hole! I have tweaked them to work together into a ...

Credits @Exo's Lab - For being an all around wonderful person and very supportive of my endeavor. Seriously, thanks a ton. @WarriorSabe - For extra support, remembering lotsa useful things, being a major science wiz, and dropping in logical input. Also thanks for new planet flares! @GregroxMun - For his amazing star tutorial and making me feel at home in the planet ...

For Kerbal Space Program. Doesn't add more building models. Komplexity (KPLX) ... (MPE) is made to work along-side the glorious Outer Planets Mod to make a more complete analogue to our real solar system. It does so by adding a total of 15 new objects, from asteroids to dwarf planets! All of which use hand-drawn heightmaps, have biome maps, and ...

Threads of the Month: April 2023 Edition Kcalbeloh System is a planet pack adding an entirely new black hole system with 30 unique celestial bodies, including a super-massive black hole, 4 stars, 15 planets, and 10 moons and asteroids, each with its own unique set of challenges and features. This...

2.2.10 for KSP 1.12.5 | Download: 110.61 MiB | Released on: 2023-11-22 The Outer Planets Mod is a mod



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that expands the outer edges of the Kerbol system to create something akin to the real Solar System's. It adds Kerbalized versions of Saturn, Uranus, Neptune and Pluto as well as several of these planets' moons. These faraway planets provide a challenge rarely ...

The Kerbal Space Program subreddit. For all your gaming related, space exploration needs. ... More solar systems to KSP? Mod Is there a mod working on 1.11 or 1.12 adding a new solar systems to the game? Share Sort by: Best. Open comment sort options. Best. Top. New. Controversial. Old. Q& A. Add a Comment. ChildOfTheWastebin

Some of you may be aware of the mod Real solar system, which changes the Kerbin system to our own, and its companion mod Realism overhaul which makes the game more realistic in a variety of ways. It can be quite daunting to start a new game with these mods. There's a variety of new mechanics, and even just the task of getting to orbit can be ...

StarSystems Mod: Make Multiple, Full Solar Systems in KSP! Here's One I Made! Share Add a Comment. Sort by: Best. Open comment sort options. Best. Top. New ... Planetfactory CE is more or less orphaned right now, and its license doesn't allow people to pick it up. So starsystems can get you the stellar companions, but .24 in science or career ...

Stellarator is a software that can generate random solar systems for KSP / Kopernicus. It is not a mod for KSP itself, but a standalone application. The reason is, that every planet in KSP exists twice, once as a high res version that is shown at low distance, and a lower res version that is shown at higher distances. (Scaled Space).

Focused more on sci-fi ideas than reality; Compared to RealSolarSystem, AfterSolarSystem adds many assumptions and ideas which are based on science fictions to simulate the scenario of the solar system billions of years later. Including colonizing Mars, terraforming Titan, capturing rogue planets, and some hypothetical celestial bodies.

As RSS, KSRSS is a mod intended to transform the stock solar system into the real solar system, but at stock size, with the objective to let you explore the solar system without many mods necessary in a RSS save. Also, we worked hard to make every body of the system pretty and unique. For example, with KSRSS, you can find dust storms on Mars, geysers on ...

Kerbal Space Program 1 ; KSP1 Mods ; KSP1 Mod Releases [1.12.5] Kerbal Star Systems 2 [1.0.2] - Reborn, Reimagined, Ready for the stars! [13 June 2024] ... with Kerbal Star Systems 2 as your vessel. Stay tuned for more updates and prepare to explore the cosmos like never before. The universe beckons, and your destiny among the stars awaits Spoiler.

Real Solar System Expanded. This is a continuation of pozine's mod that greatly expands RSS, and adds asteroids in the asteroid belt and other stuff. Download (41.69 MiB) License: Creative Commons Attribution



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4.0 International - ...

Kerbal Space Program 2 ; KSP2 Prelaunch Archive ; ... Yes KSP will have more than one extra star system. This has been confirmed ... Having a hand crafted solar system is what make KSP so special and why i have stopped playing a game with trillions of star systems and instead switched to one that has one special star system.

(Almost) Real Solar System is kerbalized version of Real Solar System. It keeps the stock planets but changes them to be more realistic. The orbits and sizes of planets have been changed to be in the same ratios as our solar system. Some planets have been moved around to fill in some gaps, and names of some planets have been changed as well.

Career Works!Updated for 0.90 Thanks Medsouz!Combining the wonderful work or Kragathea, Dooz, Medsouz and OvenProofMars, this mod adds two more stars with their own planetary systems to the game, and a black hole! I have tweaked them to work together into a huge expansion of the kerbal universeFi...

Usage. One panel creates enough energy to keep one IX-6315 "Dawn" Electric Propulsion System at maximum thrust and a distance to Kerbol similar to that of Kerbin, under the premise that it is able to orient itself perfectly to the sun. Adding the solar panel radially allows a perfect orientation at all thrusting directions; the craft may need to be rolled to allow a decent ...

Using the StarSystems Mod and Krag's Planet Factory, anyone is now able to create full, working multiple solar systems complete with planets and moons in KSP. This is just the beginning for this mod and it's possibilities!

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