

Kerbal space program solar system





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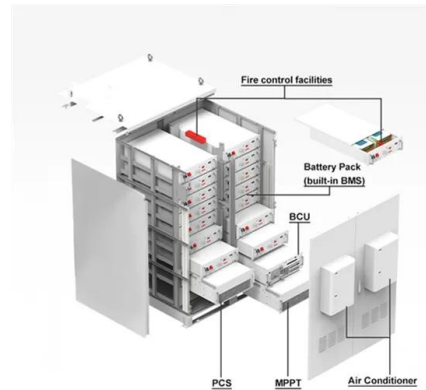


[Real Solar System REMASTERED](#)

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)

[A proof-of-concept solar system generator](#)

What is it? 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



[\[1.12.x\] Kerbol System Renewed \[v0.3.0\]](#)

Kerbol System Renewed v0.3.0 Volumetric clouds support! About Kerbol System Renewed is a mod that moves around stock celestial bodies to be similar to our solar system, including changing the orbital inclination of planets and eccentricity for a more true to life and challenging experience. In th

[1.2.2] Quarter Sized Real Solar System (2.5x Stock Scale) ...

Quarter Size Real Solar System (2.5x Kerbin scale) Quarter Size RSS is a mod that uses the great work from @NathanKell and creates our Real Solar System in a smaller scale in KSP. 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.

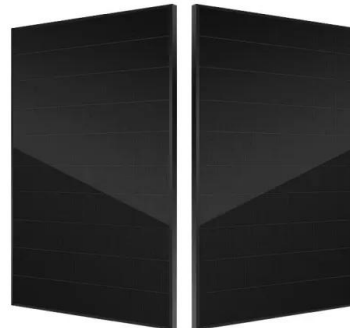


[Alternis Real Solar System v0.1](#)

This is the Alternis Solar System, the Mod without an Acronym! Alternis Kerbol was a mod that took the stock Kerbol system and rearranged it. I picked it up, updated it for recent versions of the game, and then wondered what would happen if Alternis were to smite the heck out of our solar system.

[\[1.4.*\] \(Almost\) Real Solar System \(v1.2.3\)](#)

This is a continuation of my mod Realistic Remodel. (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



Stock KSP to Real solar system / Realism overhaul

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 ...



Is this alternate solar system possible?

So I have just started an alternate history project in which the solar system forms very differently from Our Time Line (OTL). What this results in is a very different 19th, 20th and 21st century as space colonization becomes available even to the European Imperial nations. In any case, before I



Trying Real Solar System for the first time in KSP

Trying Real Solar System for the first time in KSP Today in Kerbal Space Program, I tried playing with the Real Solar System and Realism Overhaul for the first

[KSP 1.3.1] Stock Size Real Solar System [0.0.3.1]

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



Energy storage(KWh)

102.4kWh

Nominal voltage(Vdc)

512V

Outdoor All-in-one ESS cabinet



[1.3.1]

Outer Planets Mod v2.2.11 This version of Outer Planets Mod has been built to work for KSP version 1.3.1 - 1.12.*. About The Outer Planets Mod is a mod 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, Ura



[1.1.2] Real Solar System Expanded (0.14.0)

0.13.0 Re released for ksp 1.1.2 0.13.1 Fixed Dactyl Added Index numbers (internal) Added back the RSS-Exp contracts 0.13.2 Added Distant Object Enhancement compatibility Added better descriptions for some bodies ...

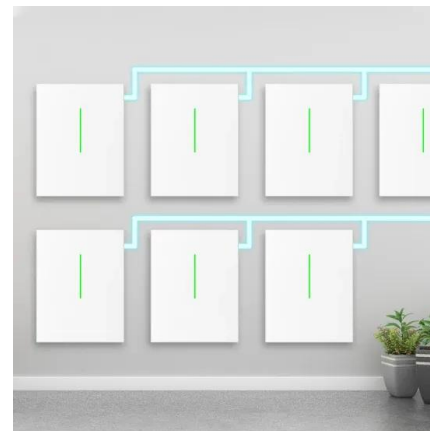


Releases · KSP-RO/RealSolarSystem

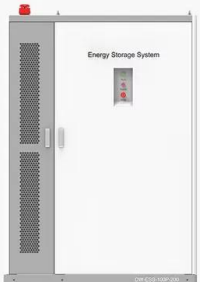
What's Changed. Add more asteroid and comet orbital classes by @WarpPrime in #248. Update to Earth's description by @Clayell in #293. Greatly increase asteroid load and unpack distances by @siimav in #292.

Real Solar System: Humans.

64-bit wouldn't make a whole lot of difference in this situation. Plus, with a realistic solar system, time and distance would be massively increased, and that alone might scare off newer players. Plus, KSP is a purely fantasy/fictional game, ...



PRODUCT INFORMATION



- BATTERY CAPACITY**
50kWh~500kWh
- DC VOLTAGE RANGE**
400V~1000V
- DEGREE OF PROTECTION**
IP54
- OPERATING TEMPERATURE RANGE**
-10~50°C

Planetary Twister [V0.3]

Planetary Twister What is this ? Planetary Twister is a solar system generator application for kerbal space program. It utilizes pseudo random number generator and coherent noise library (libnoise) to produce unique solar system each time you run it. Features : Build-in terrain generator. Build i



[1.12] Real Solar System

In order to publish the "Real Solar System with Stock", I need to push 2 changes in "Real Solar System" in order to allow it in a compatible way, with or without "Real Solar System with Stock". - Basically what this add-on does, it's to move all planets from Kerbol System from center, and add them after Pluto, instead of remove all System like in "Real Solar System" Mod.



[Real solar system Saturn V](#)

I've been searching EVERYWHERE for a real apollo mod. I've found fasa's mod which have all the parts to build one. However, it seems to be too small for the real solar system mod? I've watched all videos and tutorials and done exactly the same when flying but I don't have enough fuel to get to the

[Kopernicus] [1.0.5] Toy Solar System v1.0.2: Fixed ...

Super duper buggy, unfinished, and untested, the N-Scale Solar System is a little experiment that I made. Build off of it and make your own 1/100 scale mod if you want, or just play around in the ridiculously tiny environment. I ...



(4/9/2017) [1.2.x] v0.6: Revamped Stock Solar System

It also changes some of the physical properties of the planets. The end result is a system that looks cooler and acts more like a realistic star system. It is more similar to the Real Life Solar System in some respects, and more "Alien" or "Kerbal" in other v0.6



Kerbal Space Program

Kerbal Space Program (commonly KSP) is a space flight simulator game in which the player directs a space program run by the Kerbals, a cartoonish race of little green humanoids. Their space program operates from the Kerbal Space Center (KSC) on the planet Kerbin, sending craft out into a scaled-down analogue of the real-life solar system (though with ...



[The Artemis Program in Real Solar System](#)

Background The Artemis program is a space program carried out by NASA, and partners such as ESA, with the goal of landing "the first woman and the next man" on the lunar south pole region by 2024. The program begins with precursor flights on commercial space vehicles such as the Delta IV Heavy, with the soon to be completed new launch capability, the ...

[\[1.4.2\] Real Solar System \(REMASTERED\)](#)

Hello, this mod appears not to contain a license (necessary for all mods!) and is also an unnecessary copy of the community-maintained RSS mod, as far as I can tell. Instead of repacking/remastering the RSS mod, I suggest you head on over to the RSS thread you linked in your original post and help the folks over there update it to 1.4.2.



Kerbol System

The Kerbol System is the planetary system in which Kerbal Space Program takes place. It has Kerbol as the central body which is orbited by 5 planets and 2 dwarf planets. Only Kerbin and Laythe have an oxygen atmosphere and only Kerbin hosts life. With the outermost dwarf planet Eeloo it reaches up to 113 549 713 200 m (about 113.5 Gm or 0.76 AU) out into space. ...



Stock KSP to Real solar system / Realism overhaul

Introduction Hello all! This is going to be a super long post. There's a TL;DR, but if you're truly interested in RSS the full guide should hopefully be useful. 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.



Tutorial: Making Planets

Those seeking a way to vent said creativity will be delighted to learn that, with the Kopernicus plugin's existence, it is now possible to modify the planetary system in Kerbal Space Program, allowing for new planets to be added and existing planets to be modified

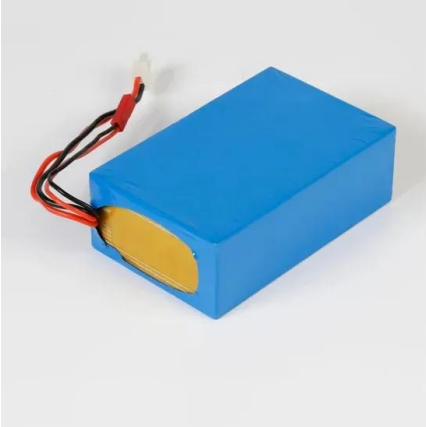
Planets and Moons , Kerbal Space Program Wiki

The Kerbol System consists of seven planets that may be orbited by moons and/or asteroids. Each of these bodies exhibits its own characteristics like gravity, atmosphere, size, orbital inclination, and orbital period. Here is the list of planets in order of their distance from Kerbol (Sun): Kerbol is not a planet or moon, but the primary star in the center of the system. Its ...



[Campaign: The Center of the Solar System](#)

Now that Kerbal kind has explored beyond the reach of the system, Science has turned its eyes to the very center. These missions will try to improve Kerbal understanding of Kerbol itself. Specifications length: 3-5 hours Difficulty: 6/10 (Proficient) Skill: Expert



[\[1.2.X\] Antares Solar System](#)

This planet pack adds 1 red giant star, 2 other stars, 4 planets, 2 moons, and 2 asteroids
ANTARES: Antares is a red giant about 10x the size of Kerbol, and orbits very far away, making use of FTL-Drive mods out there. Also has 3 planets. PALOMA: This binary companion to Antares was named after t



kylelander's guide to installing Real Solar System and Realism ...

Hello there. I've seen a lot of threads asking how to and is RSS/RO supported on KSP 1.10. Well, after 36 hours of me banging my head on the wall, here's the "kylelander's guide to installing RSS/RO on KSP 1.10" Step 1: Download Jesus Rodriguez Valencia's RSS visual pack (found here), and copy the contents into your GameData folder.

Good mods for ksp that add more stars and more planets

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. There's a Lagrange twin to Kerbin, a rocky planet the size of Jool, a





[Real Solar System \(RSS\) ??????????](#)

?mod???Kerbol????????????????????,?????????????
????????????,????????????????????,????????????????,? ...

[More solar systems mod ksp 1.0.5](#)

Hello there guys! First of all sorry for my bad English you probably will see some grammar mistakes in here I apologize for that. So I actually just had one question: Is there a mod for ksp v1.0.5 that adds more solar systems? I know there are some mods out there that add a few but those aren't f



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